

GURPS[®] HORSECLANS

Roleplaying in Robert Adams' Barbarian Future



STEVE JACKSON GAMES

GURPS®

HORSECLANS

*A Generic Universal Roleplaying System Worldbook
Based on the Science Fiction Series by Robert Adams*

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GURPS Horseclans is deeply indebted to the imagination and creative effort of Robert Adams, without which this worldbook would not exist. Our thanks to Bob for his cooperation through the project, especially in making sure that the maps are at least as good as anything Milo would have!

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INTRODUCTION

Whether you're already a fan of the *Horseclans* series by Robert Adams, or a *GURPS* GM new to this adventure setting, *GURPS Horseclans* is intended to serve you as both a reference book and an enjoyable guide to Adams' barbaric future.

Here is everything known about the land, people and history of future America — or Mehrikah — all you need to run a campaign based on the *Horseclans* series. Beyond this, SJ Games will periodically publish adventures for *GURPS Horseclans*, updating and/or expanding upon this material. There are no limits to the possibilities for adventure.

This book is divided into eight major sections. *World of the Horseclans* explains the history and current state of the *Horseclans* "known world." *The Lands of Mehrikah* goes into more detail about the history and peoples of each demesne. *Horseclans Characters* details character creation for the various races described in the novels, including an explanation of special skills; a complete equipment/weapon list; and *GURPS* descriptions for some of the more famous *Horseclans* personalities for use as either player characters or NPCs. *The Encompassing One* describes the deity of the Kindred, in his/her various avatars. *Horseclans Psionics* provides rules for using the mental powers described in the books. *Mass Combat* allows you to resolve battles between armies using just pencil, paper, and dice. *Horseclans Bestiary* covers the unique creatures of 28th-century Mehrikah.

The *Horseclans Glossary* defines archaic and non-English terms important to the series. The reader new to the *Horseclans* will want to refer to this often, until some of the terminology — especially Greek-inspired words — is familiar.

Included are three maps showing different periods in the history of *Horseclans* Mehrikah — the land which stretches from the Sea of Grass and the Mehikos in the west to Kehnooryos Mahkedohnya, the Sea Isles, and the Witch Kingdom in the east.

The Horseclans Campaign

This book documents 800 years of future history, and the affairs of a whole continent. That's a lot of action! Any number of campaign themes and settings are possible. But they'll all have certain things in common, flowing naturally from the spirit of the *Horseclans* series.

It's a world of bravery and great deeds. It's no place for the cautious. Far better to die gloriously, fighting against impossible odds, than to dodge adventure and die a sad old man. Live bravely, die well . . . you'll go to Wind in honor, your story told around the campfires. And around the table at the next game session.

If the Dirtmen build fences, tear them down. If a foe offends you, throw your defiance in his teeth and challenge him to a duel. If you witness injustice, gather a few trusted friends and stamp it out. If a tyrant invades, follow the banners to war! This is a world for the bold.

Welcome, Clansman!



Resources and References

About the Horseclans

Three good resources are available for those who want more information about the world of the *Horseclans*. Foremost, of course, is the *Horseclans* series itself, published by Signet Books; see the advertisement on the last page for more information.

There is also a *Horseclans* fan club. For more information, write the National *Horseclans* Society, Box 1770, Apopka, Florida 32704-1770. The Society newsletter is a good source of background information and news of upcoming books.

Finally, SJ Games will definitely be publishing *GURPS Horseclans* adventure supplements. They'll be announced in the gaming press and in *Roleplayer* — see below.

About GURPS

Steve Jackson Games is committed to full support of the *GCJRPS* system. Our address for everything below is SJ Games, Box 18957, Austin, TX 78760. Please include a stamped, self-addressed envelope any time you write us! Resources now available include:

Roleplayer. This bimonthly *GURPS* newsletter includes questions and answers, new races, rules, beasts, information on upcoming releases, and more. As of this writing (September, 1987) it is an 8-page newsletter. We accept subscriptions at \$1 per issue, for up to 10 issues at a time. If you are reading this after September, 1989, please write and inquire about the current price — it may, by now, be larger and cost more.

Errata. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from Steve Jackson Games; be sure to include a stamped, self-addressed envelope with your request.

Q&A. We will do our best to answer any game question if it is accompanied by a stamped self-addressed envelope.

Gamer input — including yours. We truly value your comments. We will take them into consideration, not for new products, but also when we update this book on second and successive printings!

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THE WORLD OF THE HORSECLANS

Cross-References

As this book was released (September, 1987), Signethad released 17 novels in the *Horseclans* series, plus one "shared universe" anthology. They are listed below in order of publication.

Whenever it seemed appropriate, these rules have been cross-referenced to the *Horseclans* novels by book and page. For instance, 6/120 refers to page 120 of book number 6.

- 1: *The coming of the Horseclans*
- 2: *Swords of the Horseclans*
- 3: *revenge of the Horseclans*
- 4: *A Coffin for Silvery Hue*
- 5: *The Savage Mountains*
- 6: *The Patrimony*
- 7: *Horseclans Odyssey*
- 8: *Death of a Legend*
- 9: *The Witch Goddess*
- 10: *Bilib the Axe*
- 11: *Champion of the Last Battle*
- 12: *A Woman of the Horseclans*
- 13: *Horses of the North*
- 14: *A Man Called Milo Morai*
- 15: *The Memories of Milo Moroi*
- 16: *Trumpets of War*
- 17: *Madman's Army*
- FH: *Friends of the Horseclans*



The World of the Horseclans

The *Horseclans* series is set on our own Earth . . . many years in the future. This section describes how our civilization perished, and gives general background material and suggestions for the *Horseclans* Game Master.

Chronology

The timeline below lists certain important events chronicled in the *Horseclans* series. Some of the specific references will be Greek to anyone who hasn't read the books; they are included as milestones for those who have. The sidebars describe the various historical periods in which the GM may set a campaign.

All dates after 2000 are approximate, based on an estimate of 2015 for World War III. It is suggested that GMs treat this dating as precise until 2015 passes without incident. Remember, when comparing these dates to information given in the books, that bards can be mistaken about long-ago events.

1936: Milo Moray is discovered unconscious in a Chicago alley by a police officer. Due to a severe blow to the head, Milo is unable to remember anything about himself or his past. However, his body and subconscious mind retain many talents. He is a master of horse, sword, rifle, pistol, and many languages.

1944: By recovering from several "mortal" war wounds, Milo confirms his suspicion that he is not like normal men; he is "Undying," able to survive almost any injury and — as it develops — possessed of an apparently-indefinite lifespan. He keeps this knowledge to himself.

circa 2010: A mind-transfer process is developed by the scientists of the J & R Kennedy Research Center in Florida. Using this process, a person can exchange his old body for a new one.

circa 2015: The Two-Day War (or "War of Fires" as it became known in bardic accounts of this period of ancient history) begins with an act of sheer ignorance. The paranoid dictator of Libya launches a nuclear strike, triggering a general war. Though satellite defenses stop most of the missiles, many major cities are hit. But worse than the nuclear holocaust are the plagues that soon kill 99% of the surviving population. At the height of the Great Dyings, Milo Moray rescues a gaggle of 150 sick, scared, starving children — the Sacred Ancestors of the Horseclansmen (13/67-71).

2035: Paul Krueger and his people join with Milo's fledgling tribe as they travel through the Lake Tahoe area before settling down in an attempt to farm in the Snake River Valley area.

2043: After eight consecutive years of early winters, late springs, and extensive flooding, Milo and the tribal leaders decide to move on to a place less prone to annual disasters, tentatively selecting Colorado and Wyoming.

2045: After two years of scouting and preparation, the tribe reaches the former city of Cheyenne, Wyoming. They are welcomed by a group of settlers led by Doctor Clarence Bookerman, who readily accept them as fellow farmers.

2049: Following four years of harsh weather and near starvation, most of the inhabitants of Cheyenne — including Bookerman and all of Milo's tribesmen — make preparations to leave the town and travel east. By winter, most agree that they should not resume their lives as farmers, but instead become nomads, following their grazing herds across the plains.

2050: All but a halfdozen extended families depart from Cheyenne in the spring. Traveling eastward, the “tribe” makes it just beyond Dorrance, Kansas, before an early storm forces them to establish a winter camp. It is then that Doctor Bookerman introduces the idea of using felt **yurts** instead of tents for lodging — proving his point by staying in one throughout a terrible blizzard.

2051: After reaching Salina, Kansas, in midsummer, Bookerman vanishes from camp, leaving several journals and a letter to Milo revealing that he too is Undying. Milo **uses** these notes to awaken his latent telepathic abilities and learns much of his own Undying nature.

2118: Now a genuine tribe of rovers, the Horseclans cross into Canada. The events of *Horses of the North* take place, as “Uncle Milo Morai” recruits three new clans at once.

2132: The intelligent, telepathic prairiecats join the Eh lai-Kindred as the Cat Clan (12/98132).

2172: Clans Braizhoor and Lehvee are cast out by order of the Horseclans Tribal Council for breaking the “first and foremost of the [Couplets of] Law . . . that Kinship is holy” by warring against each other (13/20).

2210: The events chronicled in *A Woman of the Horseclans* begin. This is the tale of Behtiloo Hansuhn, a Dirtwoman who becomes an influential force among the plains rovers.

2218: After the Tribal Council and “Uncle Milo” threaten to expel them from the Kindred, Clan Skaht and Clan Linsee end their century-long feuding.

In this same year, successive waves of Hellenes — Greeks, Turks, Albanians, Italians, Sicilians, French, Moors, and Spaniards — begin to invade Mehrikah from the east, driving the indigenous inhabitants into the surrounding swamps and mountains (1/125). These “Ehreens” are to establish several powerful kingdoms on the east coast.

2219: The major events of *The Memories of Milo Morai* take place (with the exception of its historic flashbacks), as Milo works to bring a group of slowly starving farmers, or “Dirtmen,” into the Kindred.

2329: The Kingdom of Harzburg, south of the Great Lakes, makes peace with the Ehleen invaders, only to fragment in rebellion.



2341: World-wide seismic disturbances (called the “Great Earthquakes” in bardic tales of this period of ancient history) dramatically alter the water table, coastlines, and other geological formations throughout Mehrikah. Sea level rises some 100 feet, drowning much of the east coast (1/34).

2356: Milo Morai leaves the clans, in search of an Isle of the Undying that is rumored to exist somewhere in the world.

2439: The famed tribal bard Hari of Krooguh (later to be known as Blind Hari) is born.

2556: Milo Morai returns from his unsuccessful search for the Isle of the Undying and rejoins his Horseclans (1/15).

2574: The Horseclans Kindred proclaim Milo Morai their War Chief and begin their great migration eastward to find their promised city of Eh lai (7/54).

2578: The events of *Horseclans Odyssey* take place, as the clans fight their way across the Mizipi River and eastward.

2581: Aldora Ahpoolios is born in Theesipolis.

2592: The Horseclans fight their way into the Ehleen state of Kehnooryos Ehlahs (see map, p. 24-25). Aldora Ahpoolios is adopted into Clan Linsee (1192). She has yet to see her twelfth year.

Campaign Periods

The sidebars on this and the following pages cover five different “periods” of time. Each has a very different flavor, with different peoples, nations, and developments. Along with these, the GM should read the suggestions for campaign settings (p. 9) and the adventure suggestions for each demesne covered in Chapter 2. You will then be ready to design the first adventure for your GURP *Horseclans* campaign.



After the Holocaust (c. 2015 — 2055)

The world is wracked by the Two-Day War, then ravaged by plagues and barbarism which claim over eighty percent of Earth's population in the first year alone. Characters are locked in a never-ending struggle to survive in a world gone mad, competing for food, supplies, and bits of technology which might help them rebuild their lost civilization — or at least give them an edge in staying alive.

Campaign Types: Lifestyles of the Rough and Ready; Trailblazers; and The Army-0 (the characters are survivors of the United States armed forces or members of a looter/raider gang).

Major Personalities: Milo Moray and Doctor Clarence Bookerman.

Peoples: Survivors of all types, and Witchmen.

Nations: Any nation lucky enough to survive the Two-Day War collapsed in the plagues that followed. “Country” and “state” have lost their meaning; characters will owe their loyalty to isolated military installations, farm communities, cycle gangs, looter packs, and other such groups.

References: Two of the *Horseclans* books provide a wealth of information about this period — *Horses of the North* and *The Memories of Milo Morai*. Space limitations prevent this worldbook from going into detail on the post-holocaust setting. (GURP's *Survivors*, to be released in 1988, will focus on this type of campaign.)

Sailors on the Sea of Grass (2055 — 2574)

In the years following the Two-Day War, most survivors tried to farm. As this grew more difficult — mainly due to the harsh changes in the weather (long, cold winters; hot, dry summers; and shortened planting and harvesting seasons) — many farmers took to the life of the nomadic herder.

The natural animosity between farmers and nomads grew as each group felt the other was misusing the land. The Dirtmen tilled, planted, and built fences. The nomads hunted, herded, and left the land unchanged.

Whenever two groups claimed the same territory bloody war ensued. While Dirtmen sometimes warred against other Dirtmen and nomads fought nomads, these skirmishes never compared to the brutality of the battles between the *two* groups.

The Horseclans, under the leadership of their “Uncle Milo,” thrived during this time, becoming a terrifying force on the Sea of Grass. Many non-kindred nomadic tribes — and in extreme cases, even Ehleen merchants, Middle Kingdom mercenaries, and Dirtmen — were compelled to join the ranks of the Horseclans folk or face extirpation.

Campaign Types: Lifestyles of the Rough and Ready; Trailblazers; Chiefs of the Horseclans; The Army-0; and Hail to the Thohicks! (In the latter two campaigns, PCs are from the “civilized” nations of the east and are faced with the problems of governing a frontier settlement or military base on the border of *clan* territory.)

Major Personalities: Milo Morai, Colonel Ian Lindsay, Arabella Lindsay, Chief Gus Scott Blind Hari of Krooguh, and Behtiloo Hansuhn of Krooguh.

Races: Most of the races and people described on pp. 12-41 are in existence by this time. The only exceptions are the Eastern Kindred and New Kuhmbuhluhners. The *Kleesahks* exist but have not yet revealed themselves to mankind.

Nations: See the map on p. 16.

References: *The Corning of the Horseclans*, *A Woman of the Horseclans*, *Horses of the North*, *A Man Called Milo Morai*, and *The Memories of Milo Morai*.

Later that year, the immediate fate of Kehnooryos Ehlahs is decided in a death duel between the High Lord Demetrios and Lord Alexandros. Even though Demetrios wins, there is internal rebellion — by followers of the Ancient Faith — over the discovery that Demetrios is one of the “Cursed” Undying!

2593: Six months after the brief uprising — climaxed by the Battle of Notohspolis, where the Chief of the Cat Clan, Horsekiller, dies (1/198) — the Tribe of Ehlay finally reach their “promised land” by the sea in mid-December. The promised Ehlay is a twenty-square-mile peninsula separated from the rest of Kehnooryos Ehlahs by treacherous salt fens.

2595: High Lord Demetrios and Lord Milo become co-High Lords of the “Eastern Confederation of Peoples,” a union of Kindred and Ehleens, with the Kindred holding the upper hand. (2/114)

2596: Aldora Linsee is persuaded to marry High Lord Demetrios (2/114). The Undying women Aldora and Mara are elevated to the status of High Ladies of the Confederation, co-regents with Demetrios and Milo.



2605: Blind Hari of Krooguh grows homesick for the plains and the scattered clans still living there. When he leaves for the Sea of Grass, two-thirds of the Cat Clan go with him — prairiecats not being well-suited to the climate of the Confederation (2/117). After suffering a mishap while traveling through the mountains, he winters with the huge, secretive Teenehdjook — see p. 56. (8/122)

2611: Hari of Krooguh — healed from his blindness by the Teenehdjook — gives them the “Prophecy of the Last Champion” (8/140-141) and continues his journey toward the Sea of Grass, never to be heard from again.

2632: Mahrtn, deposed King of Kuhmbuhluhn, and his followers found New Kuhmbuhluhn in the mountains south of Ohyoh.

2634: The “Suppression” begins, as Milo sets out to break the power of the Ancient Ehleen Faith by disclosing its evils (p. 22).

2635: High Lord Demetrios plunges off a bridge over the Luhmbuh River after being ambushed by King Zenos of Karaleenos’ forces. Weighed down by his own armor, the High Lord’s body is never recovered. The events in *Swords of the Horseclans* transpire as the self-proclaimed High King of the Southern Ehleenoe, Zastros, moves his army of one-half million — the largest host ever assembled in memory — north, intent upon conquering the Kingdom of Karaleenos and then the Confederation.

After a quick alliance of Confederation, Sea Islander, Kuhmbuhluhn, and Karaleenos forces, High King Zastros is defeated. The Duchy of Kuhmbuhluhn, the Kingdom of Karaleenos, and the Sea Isles join the Eastern Confederation. The Kingdom of the Southern Ehleenoe is annexed into the Confederation, becoming the Southern Consolidated Duchies.

2636: In the forty-first year of Milo’s reign as High Lord, the Confederation secures its northern border with the diplomatic “conquest” of several Middle Kingdoms demesnes, including the Duchy of Tchaimbuhzburk, the County of Getzburk, and the County of Yorkburk (2/179).

The events of *Trumpets of War* and *Madman’s Army* begin, as the war-torn South is pacified. Bookerman reappears briefly, disclosing to Milo that he had been the moving spirit behind the Ehleen invasion — not from malice, but to resettle the Ehleen people, themselves threatened by the Turks.

2649: The Confederation Army pushes the Ahrmehnee from the foothills of Karaleenos into the western mountain range.

2659: The Ahrmehnee having resumed their raiding, the Confederation Army returns to Karaleenos and breaks their strength at the Battle of Bloody Ford, pushing the survivors from the foothills back into the mountains.

2702: Bili Morguhn — son of Hwahruhn, Thoheeks and Chief of Clan Morguhn, and Mahrnee, daughter of the Duke of Zuhnburk — is born.

2720: The Great Rebellion of the Ehleen Church against the Confederation (*Revenge of the Horseclans* and *A Cat of Silvery Hue*) occurs. Bili Morguhn — Bili the Axe — is instrumental in smashing the rebels in the Duchy of Morguhn.

2721: A bitter campaign in the Ahrmehnee Mountains (as described in *The Savage Mountains*) follows on the heels of the Great Rebellion. The Ahrmehnee *Stahn* sues for peace and soon joins the Confederation.

2722: The major events of *Death of a Legend* and *Witch Goddess* take place (tales of Bili Morguhn in his younger years, as he battled Witchman plots and fought for the Confederation).

2723: The major events of *Bili the Axe* and *Champion of the Last Battle* occur (continuing the tales of Bili’s younger years). The Skohshuns and New Kuhmbuhluhn unite, forming the Aristocratic Republic of Kleesahkyuhn.

2749: The events chronicled in *The Patrimony* occur, as Tim Sanderz and his sister, Giliahna, foil another plot of the Ancient Faith and are discovered to be Undying.

2801: Following fifty years of peace in the Principate of Karaleenos, Bili Morguhn dies. With Milo’s strong right arm gone, the future of the Confederation is uncertain . . .

The Continent

The Mehrikahs were reshaped by the melting of the polar icecaps (which raised the sea level by a hundred feet) and vulcanism caused by the Great Earthquakes (2341). Coastlines shifted and low-lying areas were flooded, creat-

The Shattered World (2359 — 2556)

The two-hundred-year search for the fabled Isle of the Undying is undertaken by “Uncle Milo.” Player characters can be involved as his “spear-carriers” or as a group of nomads who — for whatever reason — need to bring Milo back to the Sea of Grass (finding him will prove an insurmountable task; after all, the world is a rather large place).

Campaign Types: Trailblazers.

Major Personalities: Milo Morai.

Races: Same races as in the “Sailors on, the Sea of Grass” period (see sidebar, p. 6).

Note to GM: The PCs may want to travel through areas about which little or no detail is given in this book. Two options are open; either develop the foreign races, and domains yourself — using the descriptions here as examples — or wait patiently for Robert Adams to document the period further . . .

Nations: See the map on p. 16.

References: Three *Horseclans* books — *The Coming of the Horseclans*, *Horses of the North*, and *The Memories of Milo, Morai* — provide some background of the Two-Day War and the Great Dyings, but few details of the period afterward. The epilogue to *Madman’s Army* gives some insight into the European situation after the Two-Day War.



Coming Of The Horseclans (2574 — 2593)

With the return of their Undying God and War Chief, Milo Morai, the Horseclans begin their own quest for the Holy City of Ehlah, far to the east of the Sea of Grass. This period covers the twenty-year trek of the migrating the Horseclans, culminating in the conquest of Kehnooryos Ehlahs and the founding of the Eastern Confederation of Peoples.

Campaign Types: Lifestyles of the Rough and Ready; Trailblazers; Chiefs of the Horseclans. Also The Army-O and Hail to the Thoheeks! (in which the characters will be Ehleen lords and ladies administering their territories in the face of the invading Horseclansmen).

Major Personalities: Milo Morai, Mara (Morai), Aldora Linsee, Blind Hari of Krooguh, Lord Alexandros of the Sea Isles, and High Lord Demetrios of Kehnooryos Ehlahs.

Races: All of the races and people described in the character creation section (pp. 42-59), with the exception of Klee-sahks and New Kuhmbuhluhnners, are available by this time.

Nations: The Great Earthquakes have caused both physical and political realignments. See map, p. 24-25.

References: *The Coming of the Horseclans* and *Horseclans Odyssey*.



ing salt fens which reached hundreds of miles inland. Rivers and lakes were altered or obliterated. Sympathetic quakes shifted the tectonic plates and separated coastlines from the mainland, creating mountains, volcanoes, canyons, islands, and isthmuses where none had existed before!

The map on p. 34 shows *Horseclans* Mehrikah and the surrounding island chains as they exist in the “present” year 2801. It should be noted that, with the passing of each year, more coastal territory sinks beneath the waves. The dotted lines show 20th-century coastlines and political boundaries.

Economics

Most kingdoms, nations, and territories base their economies on coins minted from precious metals. Value of coins and metal varies widely; gold is always more valuable during wartime. Roughly speaking, gold is worth four times as much as the gold/silver alloy called “Ehleen-metal,” which in turn is worth four times as much as silver. An ounce of silver makes up ten Middle Kingdoms dollars, or five Ehleen *thrahkmehee*, or one-fourth of a Black Kingdoms *ryahr*. Coinage is described in more detail in the description for each major nation.

Since coined metal is often rare, especially in the frontiers, mountains, and plains, trade is often conducted by barter. Hagglng over the value of a hornbow or string of beads can be resolved through roleplaying or by a contest of *Merchant* skill (defaulting to IQ-5).

Taxation ranges from nonexistent among the Horseclans, to confiscatory in the Ehleen kingdoms. The GM can tax as he pleases if PCs become too rich.

Psionics and Magic

In the world of the Horseclans, many creatures — human, humanoid, and animal — have developed mental (*psionic*) powers. As intelligence rises, so does the likelihood of developing psionic abilities, especially the power of mental communication, called telepathy or *mindspeak*.

There also exists a force which can only be described as real magic, derived from a single deity (see *The Encompassing One*, p. 74) who uses it to guide his/her followers. From a mortal standpoint, real magic entails “petitioning” the Encompassing One — usually identified by one of its many avatars — through prayer and/or a complex ritual in the hopes of being “enlightened” or brought before the deity. Dealings with the Encompassing One have no guarantee of success or, indeed, any degree of human control; the GM can *and should* be wholly arbitrary in allowing them.

Technology

GURPS Horseclans covers an enormous stretch of time. The base Tech Levels of its cultures differ depending on the period (see sidebars, pp. 5-9) of the campaign. Prior to the Two-Day War, Earth stood at TL7. Over the next century, it dropped to TL3 due to shortages of gasoline and electrical supplies, and has not risen much in the following years.

Despite this, TL7 “artifacts” are still employed by certain peoples in the 29th century — particularly the Broomtowners and their masters, the Witchmen (see pp. 44 and 57), and certain Dirtmen settlements (p. 44). A majority of these artifacts were salvaged from burnt-out “god-cities,” but some were manufactured from scratch by the more advanced peoples. And a few peoples have higher Tech Levels in certain sciences.

Languages

The folk of the Mehrikahs use many languages. Most have evolved from the

languages spoken by the Old Ones; a few have developed independently. The major tongues of Mehrikah are listed, with their defaults; all are considered “Mental/Average” skills except for the nonhuman Teenehdjook tongue, which is “Mental/Hard.”

Ahrahbik. * This is the same as 20th-century Arabic. Defaults to Zahrtohgahn-3.

Ahrapsahbos. * No default. This is a written language only.

Baltohthees. * Defaults to Ancient Mehrikan-6.

Confederation Ehleeneekos. Defaults to Pahlyos Ehleeneekos-3 and other Ehleeneekos-2. Also called Modern Ehleeneekos.

Confederation Mehrikan. Defaults to Ancient Mehrikan-4 and other Mehrikan-2. Also called Modern Mehrikan.

Eespahnyohl. Defaults to Old Eespahnyohl-3.

Ganik. * Defaults to Ancient Mehrikan-4 and Mountain Mehrikan-2.

Hahyahs. Defaults to Old Ahrmehnee-3.

Horseclans Mehrikan. Defaults to Ancient Mehrikan-4 and other Mehrikan-2.

Middle Kingdoms Mehrikan. Defaults to Ancient Mehrikan-4 and other Mehrikan-2.

Moon Maiden Mehrikan. * No default, either to or from this tongue.

Mountain Mehrikan. Defaults to Ancient Mehrikan-4 and other Mehrikan-2.

Northern Ehleeneekos. Defaults to Pahlyos Ehleeneekos-3 and other Ehleeneekos-2.

Nyagrahee. Spoken around the Inland Sea areas. Defaults to 20th-century French-4. Similar tongues are spoken by the Kweebai tribes.

Old Ahrmehnee. * Defaults to Hahyahs-3. This language is the same as 20th-century Armenian.

Old Eespahnyohl. * Defaults to Eespahnyohl-3. This language is the same as 20th-century Spanish.

Old Ehleeneekos. Defaults to any other Ehleeneekos-4. This is the same as 20th-century Greek. Also called Pahlyos Ehleeneekos.

Old Mehrikan. * Defaults to Confederation Mehrikan-4, or to any other Mehrikan dialect here -4 except Moon Maiden Mehrikan. This language is the same as 20th-century English. Also sometimes called Ancient Mehrikan.

Southeastern Mehrikan. Defaults to Ancient Mehrikan-4 and other Mehrikan-2.

Southern Ehleeneekos. Defaults to Pahlyos Ehleeneekos-4 and other Ehleeneekos-2.

Teenehdjook. * No default.

Trade Mehrikan. Defaults to Ancient Mehrikan-3 and other Mehrikan-1.

Zahrtohgahn. * Defaults to Ahrahbik-3.

An asterisk indicates languages not widely used in the Mehrikahs. To learn one of these, a character must belong to the race using it, or have an Unusual Background advantage which can explain how he came to learn it. E.g.: The PC is a Witchman or a traveler in time!

Dialects: For *Horseclans* purists seeking “realism” (and masochists seeking pleasure), a number of languages — particularly the Middle Kingdoms Mehrikan and Mountain Mehrikan tongues — have numerous regional dialects. For instance, Harzburkers speak a different dialect of Middle Kingdoms Mehrikan than Fitzburk. In this instance, the GM should make a success roll, at a -2 penalty, for communication (p. B41) during the first week or so. After that, communications are unhampered by the local slang and idioms.

Horseclans Adventures

This section is for the GM planning a *GURPS Horseclans* campaign, though players may read it as well. Even if you have as yet read nothing from Robert



Reign of the Kindred (2594 — 2800)

Under the direction of its Undying High Lords and Ladies, the Eastern Confederation of Peoples begins consolidating its territories. As the former Horseclans, now generally known as the Kindred, establish their homes in the conquered lands, the subjugated Ehleen nobles and churchmen work to undermine their new rulers.

The abilities of the clan chiefs to govern their holdings (and win the approval of their subjects) are sorely tested by all manner of rebellion and skulduggery. The transfer of power, claiming of land, enforcement of confederation law, and settling of new territories are all important activities for a campaign set during this period.

Campaign Types: Lifestyles of the Rough and Ready; Trailblazers; The Army-O; Hail to the Thoheeks!

Major Personalities: High Lord Milo Morai, Bili (the Axe) Morguhn, High Lord Demetrios Pahpahs, High Lady Mara Morai, High Lady Aldora Linsee-Pahpahs, and Geros Lahvoheetos.

Races: All of the races and people described in the character creation section (pp. 42-59) are in existence by this time.

Nations: The Confederation has absorbed several of its predecessor states. See map, p. 34.

References: Swords of the Horseclans, *Revenge of the Horseclans*, A Cat of Silvery Hue, The Savage Mountains, The Patrimony, The Death of a Legend, The Witch Goddess, Bili the Axe, Champion of the Last Battle, Trumpets of War, and Madman's Army.



Rewriting History

While the Horseclans history presented in this worldbook is firmly *fixed*, your campaign does *not* have to be. If you like, you can present your players with an alternate history. This can be especially handy if your players know *too* much about the Honeclans world, and abuse that knowledge.

What would have happened if Milo had found his Isle of the Undying? Would he have returned to the Sea of Grass to lead his people to the Holy City of Ehlay? Would he have tarried long enough for the Witch Kingdom to completely subvert the Ehleen nations, making it more difficult to conquer the eastern lands?

What if Bili the Axe had been an Undying? What would the Confederation have been able to do with his talents available permanently? Would Milo leave again to search for the Isle of the Undying (as he wanted to when he first became High Lord of the confederation)?

Rewriting history makes it extremely easy to keep the players off balance. The biggest disadvantage is that you will not be able to play off “future” events described in the books. Without Milo to lead the Horseclans, there will probably be no Eastern Confederation. The Horseclans — trusting that someday their “Undying God” will *return* from the south to lead them to the Holy City of Ehlay — will probably continue to follow their herds aimlessly across the Sea of Grass. When you make changes in the early history of the Horseclans, keep these historical and motivational problems in mind.

Adams’ series — though *all* the books are certainly recommended for the serious GM — this section will help you create a campaign with the true “flavor” of the *Horseclans* series.

Campaign Settings

Before you can start designing adventures, you need to settle the time period and general type of your campaign. Like the *Horseclans* series, **GURPS Homeclans** covers over eight hundred years of “history.” This provides the GM with enormous flexibility — but demands some advance planning as well.

Historical Period

The “period” sidebars in this section will help you decide *when* you might want your campaign to take place. Each describes the state of affairs on the Mehrikan continent during that time, some of the **major** personalities then active, and the nations in existence.

Locale

Once you have decided *when* your campaign takes place, you next have to decide *where* your campaign is centered. This is a less important decision, because Horseclans heroes have a tendency to travel. Wherever you start them, they’ll move around . . . but the *Lands of Mehrikah* chapter will let you keep a step ahead of them.

However, if you want beginning characters to be of one race or type, you can control this by your choice of starting location. Likewise, if you want to start with a cosmopolitan group, picking a locale like Kehnooryos Ehlahs in the 2700s will make this easy.



Campaign Types

Most of the *Horseclans* series deals with the travels of the Horseclans, and the later rediscovery and unification of America — either diplomatically or “by the sword” — by the Eastern Confederation. In a world of this heroic scope, many sorts of campaign are possible, such as:

Lifestyles of the Rough and Ready

The characters are members of a Horseclan, a nomadic tribe, or a Dirtman settlement seeking to survive on the Sea of Grass. All should be from the same clan, tribe, or settlement, though they may not share the same ambitions or philosophy. This works well for a 21st- or 22nd-century campaign.

Adventures: From one adventure to the next, the characters are challenged by man and Nature. Wild beasts, human enemies, **floods**, tornadoes, prairie fires, earthquakes, and blizzards endanger people, herds and land.

References: *Horseclans Odyssey*; *A Woman of the Horseclans*; *Horses of the North*; *A Man Called Milo Morai*; *The Memories of Milo Morai*; and “Rider on a Mountain,” “The Last Time,” “Yelloweye,” “The Courage of Friends” and “Nightfriend,” from *Friends of the Horseclans* all illuminate the types of adventures which can be played out in a “Lifestyles” campaign.

Chiefs of the Horseclans

The characters are leaders of a Horseclan or group of clans. Or some could be Dirtmen leaders, or chiefs of plain rover tribes. The background is the same as above, but the scale is larger. Players may play entire clans or settlements, rather than individuals (see sidebar, p. 11).

Adventures: One major theme for a series of adventures is the acquisition of additional herds, territories, and “kindred.” The Horseclans are always interested in seeing Dirtmen and nomads convert to Horseclans Kindred; this should be an important goal for a campaign of this type.

References: *Horseclans Odyssey*; *A Woman of the Horseclans*; *Horses of the North: A Man Called Milo Morai*; and *The Memories of Milo Morai*.

Trailblazers

The characters can come from practically any background or location, because they are always heading for somewhere else. They might be survivors of the Two-Day War exploring the battered world; Horseclansmen searching for their Undying God who left them on the Sea of Grass; Ehleenee sick of the decadence into which their race has fallen; or mercenary Freefighters, going from one bloody job to the next. They may live for danger, the thrill of discovery, the desire to help others, or just the desire for easy money — which always seems to involve hard work.

Adventures: Almost any sort of “stranger in a strange land” or exploration adventure. This campaign could be given a military background by making the PCs a scouting party charged with exploring an uncharted territory (perhaps Kahnahdah and the lands to the far north).

References: Almost any adventure which involves far travel or exploration can fit in this type of campaign. The GM should be prepared for overland and overseas adventures.

The h y - 0

The characters are all members of the same military unit or mercenary band. PCs should be skilled warriors, though a few administrator types probably would be useful as well (at least one should probably hold high military rank).

Adventures: The PCs might be on garrison duty — which can be boring, but there are always murders, brawls, thefts, and minor disturbances which will need to be investigated. They could be a Freefighter condotta, an Ahrmehnee raiding band, a Confederation troop, or even a Broomtown unit — doing their best to live through yet another war. This campaign is likely to emphasize large troop engagements. If your players aren’t interested in mass battles, perhaps another campaign type would be more suitable.

References: Almost all the *Horseclans* novels deal, at one point or another, with large troop actions, tribal wars, or armies (even small ones) in conflict. Aside from these sources, any fantasy army adventure can be the source of inspiration for your own battles.

Hail to the Thoheeks?

PCs in campaigns of this type have many of the same duties as the leaders of a “Chiefs of the Horseclans” campaign — but the setting is very different. Instead of clan Chiefs, the characters are princes, grand dukes, dukes, barons, counts, and others involved in the cutthroat world of medieval politics. This campaign type can also grow out of an “Army-0” campaign (wherein the characters get what they deserve . . .).

Adventures: Assassination plots, thefts, revolts, corruption, graft, and nasty neighbors can all get the campaign going. Border clashes which cannot be resolved diplomatically, especially in the Middle Kingdoms, often can be solved with a well-planned military campaign.

References: *Swords of the Horseclans*, *Revenge of the Horseclans*, *A Cat of Silvery Hue*, and *Trumpets of War* are tales of leaders faced with challenges like restoring a war-torn land and scotching a great civil uprising.

Extended Campaigns

Heroes, in the Horseclans’ world or any other, often have short lives. Even an Undying can fall. But there’s no need for a campaign to end — or even lose its continuity — just because some of its characters have met glorious death.

Instead of merely playing a single character, each player can be responsible for a whole Clan — or Ahrmehnee village, or burker house, or even Ganik bunch or Dirtman holding. Only one or two characters — the Clan’s leaders or pre-eminent heroes — are active player characters at any given time. The rest are NPCs. The player may give them orders, but the GM decides how well those orders will be followed.

However, when a PC hero goes to Wind, a new character (probably the heir) is elevated to PC status, to take the spotlight in his turn, and give way in his turn to yet another generation.

The only way a player can be wholly wiped out in this sort of campaign is to lose his whole Clan. This can happen . . . but it’s not common. A well-played clan or tribe can be, in its own way, Undying.



2

THE LANDS OF MEHRIKAH

This section covers the significant states and territories described in the 18 current **books** of the *Horseclans* series. These **books** cover almost 800 years of history, and nations come and go. GMs should be sure to check the maps and histories before assuming that any two nations co-exist. Unless specified otherwise, the descriptions refer to the “present-day” (2800 A.D.) world.

Ahrmehnee Stahn

Stahn translates roughly to “homeland,” with strong emotional connotations — a measure of the respect these tough, freedom-loving people hold for the land.

The Ahrmehnee *Stahn* is composed of 13 tribal *stahns* under the rule of an Elder Council (headed by the priest-king, the *nahkhahrah*, and the *dehrehbeh* from each tribal *stahn*). The Elder Council generally meets in the tribal *stahn* of the *nahkhahrah* — *Stahn* Taishynhn — once every month, or “moonbirth.” It is during this time that the Moon Goddess (see *The Encomparsing One*, p. 74) provides the *nahkhahrah* with “insight” to the problems facing the *stahn*.

Though the Ahrmehnee owe allegiance to the *nahkhahrah*, their first loyalty lies with their own tribal *stahns*.

History

The *Stahn* has not always been located in the mountains west of Karaleenos. The Ahrmehnee, who are descended from Mehrikans of Armenian extraction, came from the lowland and coastal areas of the east — and, long before that, from Europe.

When the Hellenoi invaded Mehrikah, in 2218, the *Stahn* was driven to the foothills of western Karaleenos. Consequently, the Ahrmehnee took to raiding and harassing the Ehleens at every opportunity, becoming masters of guerrilla warfare.

When the Ehleen rule was disrupted by the Horseclans (2592-2620), the Ahrmehnee increased their raiding. In 2659, the High Lord of the Eastern Confederation — the Undying Devil called Meelohsh (Milo) — finally sent a large army against the Ahrmehnee. The Ahrmehnee raised an army to hold the river line at Bloody Ford. When the two forces clashed, the Ahrmehnee defense was shattered; the mountaineers were driven further west, into the mountains west of Karaleenos. Nearly three decades passed before they regained their former strength.

By then, the new *stahn* was being severely pressed from the west and northwest by a primitive race, the savage Ganiks (p. 46). Raids against confederation territories might have ceased entirely had it not been for the arrival of a party of Witchmen in Ahrmehnee bodies, posing as southern Ahrmehnee “People-of-Power.” The Elder Council was convinced by the Witchmen that their Goddess wanted them to launch a full-scale invasion of the Eastern Confederation. Before the Ahrmehnee could gather in force, the Confederation discovered the Witchmen plan and invaded the *Stahn* first — ravaging Ahrmehnee settlements in a lightning three-pronged attack.

As Ahrmehnee warriors fled to the defense of their homelands, the Moon Goddess revealed to the *nahkhahrah* that he and

his people had been duped by the People-of-Power and that their destiny was actually tied to that of the Confederation. The *nahkhahrah* sued for peace, joining the Eastern Confederation in 2721. The *Stahn* became an *ahrkeethoheekathon* (archduchy); its tribal *stahns* became *vahrohneesahnee* (baronies) and *vahrohneeskoseeahnee* (baronetcies).

Geography

From around 2100 to 2218, the *stahn* was located in the area that became Karaleenos. From 2218-2801, even though the period of 2218-2659 was spent in the foothills of the Ahrmehnee Mountains, the following geographical description applies.

The 13 tribal *stahns* of the Ahrmehnee are scattered throughout the mountains to the west of Karaleenos (bordering the duchies of Baikuh, Vawn, and Skaht circa 2650). *Stahn* Taishyuhn is the *nahkhahrah*’s hereditary seat. Three tribal *stahns* lie to the north of Taishyuhn — Behdrozynhn, Grohseegyuhn, and Mahsohnyuhn. *Stahn* Vrainynhn lies between Taishyuhn and Karaleenos. The other eight *stahns* are south of Taishynhn territory — Adaimyuhn, Ahrakhyuhn, Bahrohnyuhn, Gahrbehdyuhn, Kehrkohryuhn, Kohehnyhn, Panosyuhn, and Soormehlynhn. Small villages are located in the mountain valleys, along a stream or lake, and rarely number over three score families. The entire Ahrmehnee *Stahn* was scarcely capable of fielding ten thousand warriors, even at its peak.

Flora and Fauna

Due to the lack of arable land in the mountains, what little farming and herding the Ahrmehnee do is limited to the relatively fertile vales where grain crops are grown and goat and sheep herds may graze. Therefore, most Ahrmehnee are skilled hunter-gatherers, relying on the abundant game and edible vegetation. When game is scarce — usually during the winter months — the Ahrmehnee will raid the lowlands for food. This has given rise to the notion that the mountaineers prefer raiding in the winter.

The Ahrmehnee breed ferocious bearhounds of exceptional intelligence, grace, and strength (p. 91) for tracking dangerous mountain predators and game animals. Their sure-footed, *runty*, mountain ponies — capable of subsisting on tree bark, sparse grass, and shrubs — carry them along the rugged mountain trails linking the tribal *stahns*.

Psionics

A majority of the Ahrmehnee have the potential for psionic powers, but rarely use them unless taught by outsiders. Some “witch-women” have the Illusion and Healing abilities.

Society

Before the Ahrmehnee joined the Confederation, the *Stahn* was governed by the *Nahkhahrah* priest-king (Status 7). A *Dehrehbeh* (Status 5) governs a single tribal *stahn*. Other levels are *Hetman* — village or valley “headman” or “mayor” — (2, or 3 for large villages); village Shaman or “Woman of Wisdom” (1); commonborn (0). When speaking to the *nahkhahrah* or a *dehrehbeh*, the formal address is “Der (name),” *Der* meaning

“father” or “wise one.” “*Pahrohn* (name)” is a polite address used by Ahrmehnee to those who command respect. *Pahrohn* means “mister” or “honored sir.”

Most positions of power — *nahkhahruh*, *dehrehbeh*, and *hetman* — are inherited by the eldest son of the former holder. Power can be transferred to a brother or cousin if the holder died without heirs or if his eldest son is not yet old enough to assume the position (surrogates lose their power when the true heir comes of age). If no family member is suited for the post, the *dehrehbeh* (or the Elder Council in the case of a *dehrehbeh* vacancy) chooses a replacement.

After joining the Confederation, the Ahrmehnee use Confederation-style status levels (p. 17).

The Law

The *hetman* handles disputes in his village, following tradition and his own judgment. When higher authority is needed, the *dehrehbeh* or the Elder Council is consulted.

One important custom: one who marries an Ahrmehnee is considered Ahrmehnee by the tribe.

Slavery

The Ahrmehnee are a free race; they do not believe in the taking or keeping of slaves of any sort.

Races

Only two races are native to the *Stahn* before it joins the Confederation: Ahrmehnee (p. 42) and Moon Maidens (p. 52). After this time, it is not uncommon for Ehleens, Kindred, and mountaineer races to travel through or live within the *stahn*.



Military and Warfare

Each of the scattered Ahrmehnee settlements has its own separate warband, usually composed of 10 to 60 warriors under the command of the village *hetman*. Usually, from a quarter to a half of the village's warriors will stay home as guards. A tribal *srahn* army might consist of five to 15 warbands under the leadership of its *dehrehbeh*.

It is common for neighboring tribes to combine their forces to raid the lowlanders to the east or battle the Ganiks to the west. In times of dire need, the *nahkhahrah* may summon all Ahrmehnee warriors to the defense of the *Srahn*, but tribal loyalties often outweigh those to the *nahkhahrah*.

Ahrmehnee warriors disguise their small numbers by effectively employing surprise and fear, rarely accepting open engagements against superior numbers. Their screeching war-cries often terrify their foes. Their practice of taking heads (see below) also strikes fear into their enemies.

After the Ahrmehnee joined the Confederation, a regular detachment of the Confederation Army was based at Fort Kogh, under the command of the Lord Warden of the Ahrmehnee Marches.

Religion

The Ahrmehnee are fanatic worshippers of the Moon Goddess. They even reckon time by Her, using 28-day months called “moons” — beginning with each “moonbirth.”

The Ahrmehnee are extremely superstitious; every village has its shaman or Woman of Wisdom to advise and protect the settlement from spirits. Warriors also take their foes' heads to trap their spirits — seep. 43.

Ahrmehnee Stahn Gazetteer

Ahnnehnee Marches — In 2689, the Confederation High Lord, Milo Morai, created this border demesne to separate the once-hostile Ahrmehnee *Sruhn* from the Confederation lands of Baikuh, Duhnkun, Skaht, and Vawn. It is governed by a *mahrkilseeos* (“march warden” or “mahrk”).

Bitter River — A swift-running river on the Ahrmehnee-Confederation border. (5/35)

Bloody Ford — Battle site where the Ahrmehnee forces were crushed by the “Undying Devil of the Confederation” and his huge army in 2659.

Fon Buhkuh — Ruins where the Vawnee Kindred made their last stand against the Ehleenee rebels and were wiped out.

Fon Kogh — A border *castra*, named by Milo Morai in honor of the Ahrmehnee *nahkhahruh* at the time the *Sruhn* joined the Confederation. (5/136)

Lion Mountain (Vahrohneeskoseeahn) — A baronetcy and a geographical location in the Ahrmehnee Marches. (6/148)

Peekrohs River — The main nonseasonal river nearest the mountains. (5/34)

Tongue & Soormehlyuhn — Site of a huge battle during which Ahrmehnee, Moon Maiden, and Confederation forces cooperated for the first time, fighting against a Ganik horde. (8/159)

Zeese — Capital of the Ahrmehnee *Sruhn*, located in Tai-shyuhn. (5/36)

Languages

All Ahrmehnee speak *Hahyahs* and quite possibly a smattering of Mountain Mehrikan (especially true in the southern reaches of the *Sruhn*). Modern Ehleeneekos and Trade Mehrikan are both spoken in the eastern *stahns*, even before the Ahrmehnee joined the Eastern Confederation. Very few women are taught or expected to speak any language other than *Hahyahs*, since only Ahrmehnee men conduct trade.

Adventures in the Ahnnehnee Stahn

Raiders from the West. When game is scarce — usually during the winter season — many tribal *stahns* supplement their food stores by raiding border settlements either in the Con-

federation or the Southern Kingdoms. Of course, there are reprisals.

Traders from the West. There is always a market in Confederation demesnes for the fine-tooled weapons and leather **goods** fashioned by the Ahrmehnee. Finding the best price for these **goods** is often challenging, if not outright dangerous — especially if the last Ahrmehnee through the area were raiders.

Ganik Campaigns. The **Ohrgahnikaahnsehrvaishunee** — or Ganiks — to the west and northwest are a constant danger, as they breed more hordes and push into Ahnneehnee territory. There is always honor to be gained wamng against the Ganiks.

The Argentinas

The Argentinas is a powerful monarchy situated around the fertile interior plains of Southern Mehrikah (South America). It has a social system very similar to that of the Mehikos (see p. 29), and is governed by an Emperor. The Argentinas' military strength is at least equal to that of the Mehikos. During his brief sojourn in the Four Mehikos (in the year 2556), Milo Morai was thought to be “. . . none other than one of the famous *Defensores Argentinos* . . .” on loan to the Emperor of the Four Kingdoms of Mehiko from the Emperor of the Argentinas. These *Defensores* are a small and highly elite military unit, composed wholly of noblemen. (1/3)

Ashbro

This principality dates to before the great earthquakes. It lies between Karaleenos and Kehnooryos Ehlahs, west of both in the 'Ginni Mountains. Unlike most of its thenneighbors, it took little advantage of the quakes' effect on the Ehleen lands — largely because its aristocracy shared Ehleen blood. As a result, it was spared destruction by the vengeful Ehleens. Ashbro joined the Confederacy very early, and is an important source of mercenaries. (11127, 130)

Black Kingdoms

The Black Kingdoms include numerous smaller states which exist only at the sufferance of the *Kahleefate* of Zahrtohgah — the largest, most advanced, and most powerful of all the Black Kingdoms. While this demesne is best known for its talented physicians, not all of its inhabitants are as urbane and intellectual as the famed Zahrtohgahn doctors. Especially in the Middle Kingdoms and Kehnooryos Mahkedohnya, there is both fear and respect for the ebon-skinned warriors of the Black Kingdom.

History

Shortly after the Great Dyings, a number of exceedingly aggressive black states were founded in the Hudson River Valley and the ancient state of New York, patterning a society after the Islamic nations of the Middle East.

The Black Kingdoms were able to resist the Hellenoi invaders, and fared well when the Great Quakes ravaged the land. Though low-lying coasts were battered by tidal waves, and many nations vanished overnight, the Black Kingdoms were protected by their high coasts. As the nations to the north and south began the arduous task of rebuilding, the ebon-skinned inhabitants of the Black Kingdoms continued to fight against each other.

By the year 2508, almost all of the Black Kingdoms had fallen to the might of the *Kahleefate* of Zahrtohgah. The handful of states which remain after this time are puppets, client-states, and buffers, all answerable to the *Kahleefate* — though they often war among themselves.

The Lands of Mehrikah

Psionics

All varieties of psionic abilities can be found — especially among physicians (see p. 59) and nobility (those of Social Status 2 or higher).

Society

The hereditary ruler of the Black Kingdoms is the *Kahleef* of Zahrtohgah (Status 7); beneath him are all the other *Kahleefs* of Black Kingdoms states (7); *Bhey* (6); *Ehmir* (5); *Ahtahbehg* or Elder Master Physician (4); *Khedive* or Master Physician (3); *Mookahdir* (2); Mayor or apprentice physician (1); Commoner (0); bondsman or indentured servant (-1); beggar (-2); “untouchable” (-3); criminal, outcast, or slave (4). Untouchables include those with contagious afflictions (temporary loss of status) or incurable diseases (permanent loss of status).

The *Kahleef* of Zahrtohgah essentially controls all the Black Kingdoms. None of the smaller states dare to defy him; their leaders maintain their titles and holdings in exchange for sworn allegiance. Any Zahrtohgahn noble has an effective +1 in status when dealing with nobles of other Black Kingdoms.

The Law

Slavery is a common punishment, as is indentured servitude amongst debtors. Other forms of punishment in the Black Kingdoms include stiff fines (or reparation to the injured party), public flogging, appropriate maimings (loss of a hand for theft; loss of an eye for crimes against the blind; castration for sex offenses; and so on), imprisonment, and stoning. Punishment of a foreigner is often more severe than that banded down to a native.

Slavery

Except as a punishment for debtors and criminals, slavery is illegal and unlicensed slavers are severely punished if caught.

Concubinage, however, is legal. A woman may sell herself into a *huhreem*, or be sold by her father. Concubines have no claims to the holdings of the noble to whom they belong, but gain their freedom upon his death. The child of a concubine likewise has no legal status unless recognized by his father, but such recognition is common. Once recognized, the child of a concubine is fully legitimate, and his status may not be revoked.

Masters may punish ordinary slaves as they please, so long as no permanent mutilation is inflicted. Concubines occupy a more favored position; a concubine may not be beaten with any stick thicker than her master's thumb.

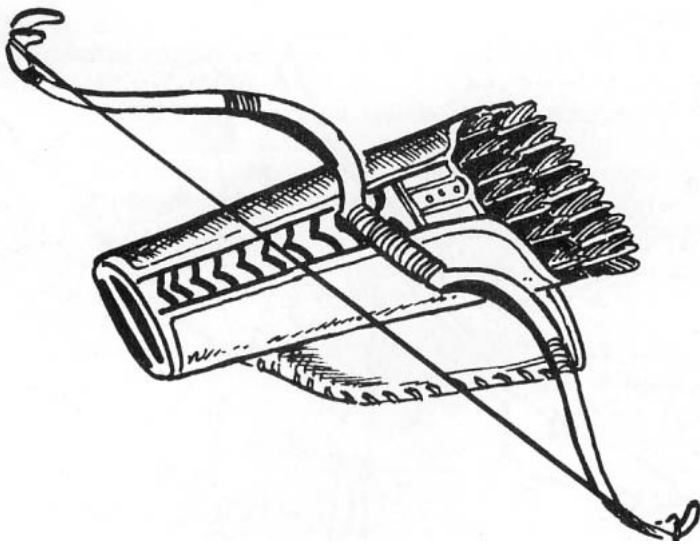
Races

Two races inhabit the Black Kingdoms: the Black Kingdoms Mehrikan and the Zahrtohgahn. Black Kingdoms Mehrikans are much more barbaric and warlike than their Zahrtohgahn brethren (p. 59). While no other races inhabit the Black Kingdoms, merchants and other travelers are common.

Military and Warfare

Each Black Kingdoms state maintains its own standing army, composed mostly of horse-archers and spearmen. Military rank (p. 62) in the Black Kingdoms is as important as it is in the Middle Kingdoms or the Confederation. The military ranks used in the Black Kingdoms are [General] or [Brigadier-General] (Rank 8); [Colonel-General] or [Lieutenant-General] (7); [Colonel] (6); [Major] (5); *Ahbtahn* (4); [Lieutenant] (3); [Sergeant] (2); [Corporal] (1); [Private] (0).

Since warfare is quite common in the Black Kingdoms, troops from this demesne are usually of higher quality. Therefore, any



randomly determined troop qualities (see sidebar, p. 84) are improved by one level.

The Zahrtohgahn banner is green, with a white crescent and star.

Religion

The principal religion in the Black Kingdoms, and especially in Zahrtohgah, is that of *Eeshlam* ("Islam") — the worship of Ahlah. Alcoholic beverages are forbidden, as is the consumption of the flesh of swine. For more on Islam, see *GURPS Fantasy*.

Blaek Kingdoms Gazetteer

Ahkisahee — a city within Zahrtohgah. (6/104-105)

Kohoz — a city in Zahrtohgah where the Elder Masters of Zahrtohgahn physicians meet. (3/89)

Zahrtohgah — This is the name of both the nation and its chief city, once the god-city of Saratoga, New York.

Languages

All Black Kingdoms speak Zahrtohgahn. Most official records are written in *Ahrahbik*. Zahrtohgahn physicians keep their medical records in the flowing, cursive script called *Ahrap-sahbos*. Seep. 8.

Blaek Kingdoms Coinage

All Black Kingdoms coins are minted in *ryahr* and *ahlf-ryahr* denominations of bronze, copper, silver, and red gold — an alloy of gold, copper, and lead. The weight of any *ryahr* piece is just over four ounces. The bronze *ryahr* is worth about five Middle Kingdoms dollars; copper is worth twice as much as bronze; silver is worth four times as much as copper; red gold is worth 12 times as much as silver. Thus, a *ryahr* of silver is \$40. Two-ounce *ahlf-ryahr* coins are also minted.

Blaek Kingdoms Adventures

House Calls. The Great Council of Elder Masters often contracts with foreign nations — even far across the Eastern Ocean — to supply a number of Master physicians. When duty calls, a Master and his apprentice — possibly with a small group of assistants, guards, and servants — might be sent to the most far-flung of posts.

MercenaryLife. Black Kingdoms mercenary companies are in as much demand as are Freefighter condottas from the Middle

Kingdoms. And there is always the danger of treachery, for many employers consider a sell-sword expendable . . .

(Kingdom of) Briztuhl

This small kingdom was established after the Great Quakes; it later marked the border between "barbarian" and Ehleen territory. Its rulers were usually friendly to their Ehleen neighbors. Briztuhl territory was located around the god-city of Bristol, Virginia. (16/202)

Broomtown

This community of a few thousand people, located in northern Alabama, is a secret Witchmen outpost, factory and training camp. seep. 44.



(Associated Duchies of) Chile

This demesne is mentioned only in passing. Milo Morai was mistakenly thought to be a noble from that area as he sojourned through the Four Mehikos in the spring of 2556. Its society is likely similar to that of the Mehikos. (1/3)

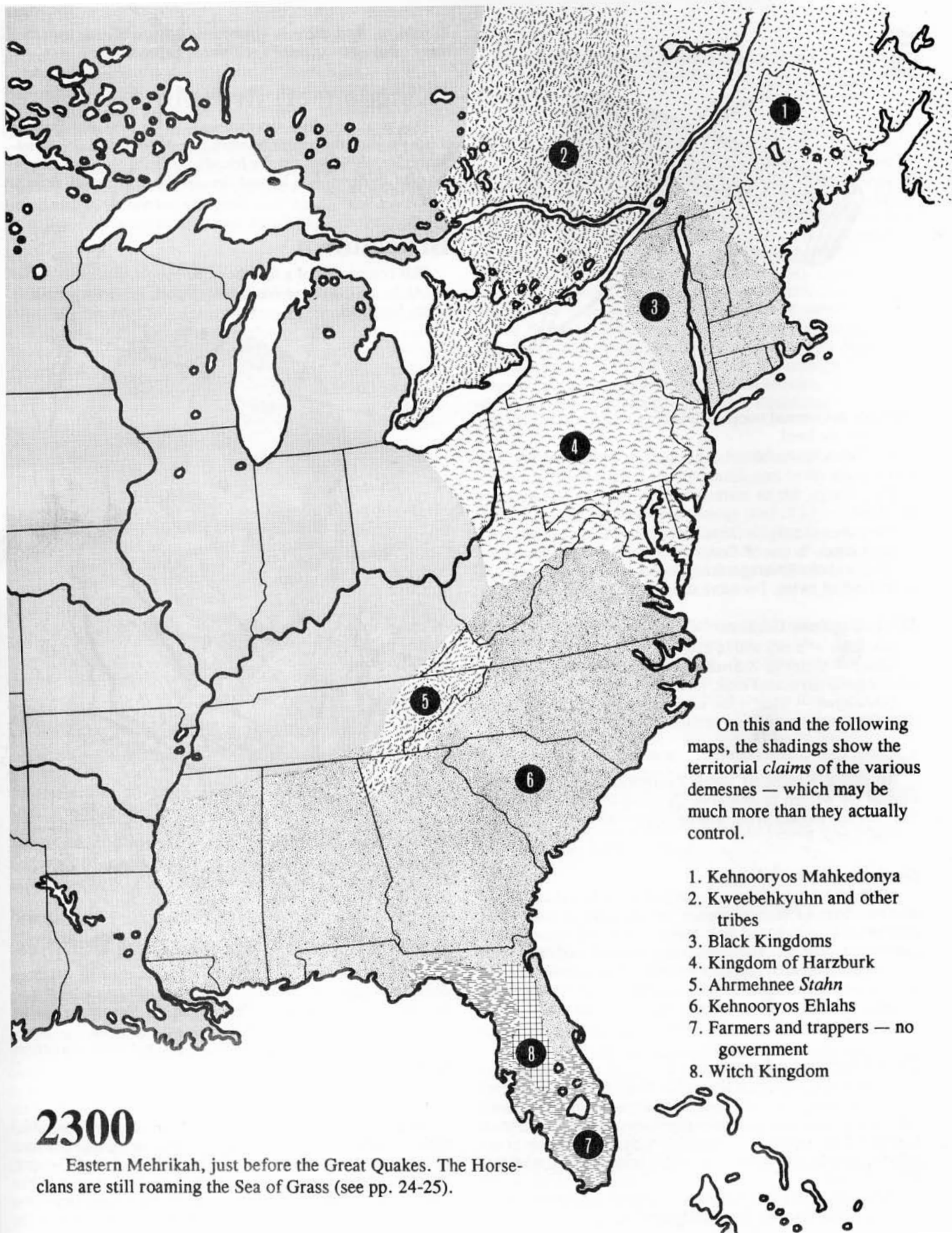
Eastern Confederation of Peoples

The Eastern Confederation of Peoples consists of those domains conquered — through military might or diplomacy — by Milo and the Kindred. The size of the Confederation has slowly grown as more and more states are absorbed.

Sites within the Confederation are covered in the Gazetteers for the former demesnes.

History

After the Horseclans helped High Lord Demetrios reestablish control in Kehnooryos Ehlahs in 2593, he gave them a tract of land — the *thoheekseeahn* (duchy) of *Tahlahsah* — upon which they could settle. Within two years the Horseclans War Chief, Milo Morai, was able to persuade High Lord Demetrios to an alliance. Together, they drafted the "Agreements of the



On this and the following maps, the shadings show the territorial *claims* of the various demesnes — which may be much more than they actually control.

1. Kehnooryos Mahkedonya
2. Kweebekyuhn and other tribes
3. Black Kingdoms
4. Kingdom of Harzburk
5. Ahrmehnee *Stahn*
6. Kehnooryos Ehlahs
7. Farmers and trappers — no government
8. Witch Kingdom

2300

Eastern Mehrikah, just before the Great Quakes. The Horse-clans are still roaming the Sea of Grass (see pp. 24-25).

Confederation” (see *Client-States*, p. 19) and the Eastern Confederation of Peoples was created with its capital at Kehnooryos Atheenahs.

In 2630, during a campaign against his long-time enemy, King Zenos of Karaleenos, High Lord Demetrios was lost in the swift currents of the Luhmbuh River. Later in this same year, all of the northern nations were threatened by the massive host of High King Zastros of the Southern Kingdom. Only the combined forces of the Confederation, Karaleenos, the Sea Islanders, and several states from the Middle Kingdoms were able to defeat the army.

Recognizing the advantages of the Eastern Confederation, Karaleenos, Kuhmbuhluhn, and the Southern Kingdom (renamed the “Southern Consolidated *Thoheekseeahn*”) all joined.

In the following spring, the Middle Kingdoms states of Getzburk, Yorkburk, and Tchaimbuhzburk (acting on the orders of the King of Harzburk) attacked Kuhmbuhluhn. They were soundly defeated by the unexpected appearance of the Confederation Army. Instead of allowing Kuhmbuhluhn to absorb the lands of the defeated foes — as was their Swordright (p. 33) — Lord Milo admitted all three states to the Confederation. The Sea Isles joined the Confederation shortly thereafter.

In 2720, several Ehleen cities rebelled against the Confederation. One Kindred tribe, that of Vawn, was totally wiped out. The rebellion was eventually put down; it was soon determined that it has been instigated by Witchmen spies.

After an extremely bloody campaign, the Ahrmehnee and the surviving Moon Maidens sued for peace and joined the Confederation in 2721. Later in that same year, Tuhseemahr also became a client-state. By 2801, the year Prince Bili Morguhn died (at the ripe old age of 99), the Eastern Confederation is expanding to the west and has enjoyed over 50 years of peace in its heartland, Kehnooryos Ehlahs and Karaleenos.



Technology

Due to the guidance of Milo Morai, the Confederation enjoys the best technology on the continent — except, of course, for that of the Witchmen. Milo opposes improvements in weaponry. However, certain machines, such as the threshers and cotton gin, are being redeveloped. The Confederation is still TL3, but is approaching TL4 in communications and agriculture.

Psionics

Shortly after the coming of the Horseclans, the incidence of psionics dropped dramatically as Ehleen blood mixed with that of Kindred. Since that time, the ratio has improved. By 2800, three people in five possess a usable level of mindpeak.

The Confederation Mindspeak Academy, formerly located at Kehnooryos Atheenahs and now at the new capitol of Theesis-

polis, trains farspeakers and occasionally those of more esoteric powers. The High Lords also encourage marriage among talented psis.

Society

The society of the Eastern Confederation of Peoples is derived from its predecessors, the Ehleen Confederation — Kehnooryos Ehlahs, Karaleenos, and the Southern Kingdoms — since the Horseclan invaders simply adopted the same titles of nobility, thus creating a minimum of fuss in the transfer of power.

Most of the Kindred Clan Chiefs were offered lands by High Lord Milo Morai, becoming *ahrkeethoheeksee* (archdukes) and *thoheeksee* (dukes). The Ehleen nobility lost much of their wealth and land, but were allowed to retain certain holdings, becoming the *komeesee*, *vahrohnosee* and *vahrohneeskoe* (counts, barons and baronets) — though some Kindred hold these titles as well. The *Tahneest* is a hereditary title which goes to the eldest brother of the Clan Chief — a “sub-Chief” of the old Horseclans social status. Blind Hari of Krooguh (p. 73) was the last Tribal Bard. The Clanbard is a non-hereditary advisor to the Clan Chief who holds a seat on the Thirds Council (see below).

The ultimate authority rests with the Undying High Lords and High Ladies, who are treated as “gods” (Status 8). Other levels are Prince (7); *ahrkeethoheeks*, councillor, *mahrkilseeos* (march warden), *strahteeegos*, or Tribal Bard (6); *ahrkeekomees* or *thoheeks* (5); *komees* or *vahrohnos* (4); *opokomees* or *vahrohneeskos* (3); belted knight, city-lord, Clanbard, *tahneest*, or Thirds Councilmember (2); craftsman, merchant, or military *lohkahgos* (1); common-born citizen (0); servant (-1); beggar (-2); bandit, brigand, or thief (-3); illegal slave (-4).

Councillors, *mahrkilseeosee*, and *strahteeegoe* revert to their normal social status upon leaving the service of the Confederation. The same holds true for other high officials such as Thirds Councilmembers, city-lords, and their ilk. The titles *ahrkeekomees* and *opokomees* are mainly found in the Southern Consolidated Duchies and are extremely rare in other regions of the Confederation.

The Law

The laws which govern the Confederation are a combination of the Laws of Couplets with those of the old state of Kehnooryos Ehlahs. New features are the Thirds Councils and the Agreements of the Confederation (see below).

Enforcement. City lords maintain order within their own cities. Outside the city lies the noble’s jurisdiction and that of his private army, guards, or knights.

Trials. A trial is conducted by the city lord or by the Thirds Council of the *thoheekseeahn* where the crime was allegedly committed. If the crime is unusual (or involves a noble), the trial is conducted by the Council of *Thoheekseeahn*, chaired by the prince. Extraordinary crimes may even reach the High Lords and Ladies of the Confederation.

In practice, the accused may face his accuser and argue his case (or hire a barrister to do this for him); the injured party acts as prosecutor, unless he too hires a barrister. Judgments are passed based upon legal precedent and the judge’s opinion. In extreme situations, a “Test of the Cat” can be used to extract the truth (though an unshielded mind is an open book to a character capable of mind-reading).

Disputes between nobility can often be settled by formal combat — called a “session at arms” — which can be to first blood, unconsciousness, or death (though few will claim a Death Match unless much honor is at stake). When such a duel is called for, the challenged party names the weapons, but the challenger may

refuse any choice. A referee is always present to insure that the rules are upheld.

The Thirds Council

The *ahrkeethoheels* (archduke) and *thoheels* (duke) are responsible for judging legal disputes in their lands and are held accountable for their decisions by their lord, the provincial prince (who answers to the High Lords and Ladies of the Confederation). After Karaleenos joined the Confederation, the High Lord sought to prevent rebellion in Ehleen lands by introducing more representative government, in the form of the Council of Thirds — sometimes called the “Thirds Council” or “*Thoheels* Council.”

The Thirds Council is the true governing body of a duchy or archduchy; the Horseclan Chief is the titular head, but only one voice among 15. In the Council, all the Thirds are equal. The first Third is the Archduke or Duke (Clan Chief), the *Tahneest* (Tanist), the Clanbard, and the two wisest Kindred; the second Third is five Ehleen nobles; the last Third is five commoners of Kindred or Ehleen descent.

The Clan Chief is expected to be a ruler, administrator, and judge. It falls upon the Clanbard to offer counsel to the Chief and upon the *Tahneest* to carry out the Chief’s instruction (since the loss of a Clan Chief would be devastating to his clan).



Test of the Cat

The “Test of the Cat” is the final Horseclan/Kindred way of testing truthfulness. If the subject **agrees** to submit to the Test (though it is “voluntary,” refusing is considered an admission of guilt), his head is placed within the jaws of a prairiecat during questioning or interrogation. If the cat detects a lie, his jaws will slowly crush the subject’s skull until the truth is told. If the subject **speaks** only truth, he has nothing to fear.

Slavery

Slavery is illegal throughout most of the Eastern Confederation, especially in the lands of Kehnooryos Ehlahs, Karaleenos, Kuhmbuhluhn, and the Sea Isles. Enslavement of criminals is permissible in the Southern Duchies (p. 39). The punishment for owning or trading in illegal slaves is impalement. Nevertheless, some nobles — especially Ehleens unhappy with the current regime — secretly keep illegal slaves in their households.

Races

Depending upon the era, Confederation citizens include Eh-

leens, Kindred, and Middle Kingdoms Mehrikans. These are joined later by Ahrmehnee, Moon Maidens, and Mountain Mehrikans. By the “present day” (2801), almost any race can be found, at least as visitors, in Confederation territory.

Military and Warfare

Since the Great Rebellion in 2720, there have been no wars or major rebellions within the Confederation. In the cities, only petty crime is common. Countryside brigandage has been drastically curtailed. Even the waterways are free of pirates and other raiders, thanks to the addition of the Sea Isle Ehleens to the Confederation fleets. The military ranks used by the Confederation Army are *Strahteegos* (Rank 8); *Sub-Strahteegos* (7); *Keeleehstos* or *prehswootehros* (6); *Mehyahlehtehros* — also called *Mehgah* — or *sub-keeleehstros* (5); *Eepohlohkahgos* (4); *Lohkahgos* (3); *Eepohlohkeas* (2); *Lohkeas* (1). Enlisted troops have Rank 0.

The Confederation maintains a huge enlisted army, supplemented by spear-levies and the occasional Freefighter condotta. Nearly half of the army is composed of average to poorly-trained gamson troops or light militia charged with the protection of key trade centers, cities, and roads. The remainder of the Confederation Army is engaged against the stubborn western mountain tribes.

When randomly determining troop qualities gamson troops and spear-levies have their level lowered by 1, but there is a 50% chance that any other troops will have their level raised by 1.

The symbol on the Confederation banners is a snarling prairiecat, red on a white field.

Religion

Shortly after the acquisition of the Southern Kingdom by the Confederation, the corruption of the Ancient Faith (see p. 22) and its leaders was publicized by the High Lords, and, all practice of the Ancient Faith was declared illegal. Some adherents continue their practices in secret.

The most common religions within the Confederation are those of the Ahrmehnee and the Kindred worship of Sun and Wind. The Blue Lady and Sword Cults have also gained a large following in the Confederation. Seep. 74.

Languages

Until the Ahrmehnee joined the Confederation in 2721, Ehleeneekos and Mehrikan were the two dominant languages; the acquisition of the *Stahn* made Hahyahs the third language in the realm. Most Kindred residents and burker Freefighters use Confederation, Southeastern or Trade Mehrikan. Ehleenee residents use Modern, Northern, and Southern Ehleeneekos; many adherents of the outlawed Ancient Faith speak Old Ehleeneekos.

Like its predecessor, the Eastern confederation government keeps all of its official records in Old Ehleeneekos.

Coins of the Confederation

The Eastern Confederation uses the same coins as the Ehleen nations did. The smallest coin is the copper *lehpdah*. 200 *lehpdahes* make a *thrahkmeh* (drachma). Ten *thrahmehes* make one *tahluhn* (talent), or two ounces. Thus, a silver *rthrahkmeh* is worth two Middle Kingdoms dollars.

Ehleen-metal coins (minted from an alloy of gold and silver) are worth four times as much as silver ones. Coins were also being cast in pure gold by 2633. A gold *rthrahkmeh* is worth four times as much as an Ehleen-metal one, and 16 times as much as a silver one.

The Confederation is the only nation to use milled-edged coins to curtail coin-clipping by unscrupulous trader-types. Coins of other nations are often of less than honest weight. GMS may find this convenient when cheating honest Freefighters of their pay.

Client-slates

When a new client-state joins the Eastern Confederation — by force of arms or agreement — all nobles swearing allegiance to the Undying High Lords and Ladies of the confederation are allowed to retain their lands, cities, rights, and titles.

However, should the client-state in question have a sovereign king ruling several smaller demesnes, the king is reduced in status to prince (Status 7) or *ahrkeethoheeks* (Status 6) and made responsible for the interests of the Confederation.

In practice, each noble acts as the royal governor of his lands for the Eastern Confederation of Peoples. Once each year the High Lord's emissaries meet with the prince and other nobility to work out taxes and any other matters which might arise. The client-state is also expected to furnish troops for the Army of the Confederation and maintain a trained spear-levy. Noblemen are allowed a small number of armed retainers and bodyguards, but large warbands must be dissolved.

Adventures in the Confederation

Manifest Destiny. The Confederation continually strives to expand its influence over the Mehrikan continent and beyond. The PCs are either diplomats or advance scouts for the Confederation, seeking to further its goals by persuasion, subversion, espionage or outright conquest.

Rebellion. The Confederation has many enemies. Most internal rebellions are actually the work of the Witchmen far to the south. The characters might belong to a guerrilla unit working against the Confederation, or a couiiter-insurgance force assigned to seek out and destroy such threats.

(Aristocratic Republic of) Eeree

Formerly a kingdom, this state is now the least autocratic and most internally peaceful of the three most powerful Middle Kingdoms (see p. 31). It borders the Sea of Eeree. It is ruled by a council of nobles, who yearly elect a Peer of Peers as council chair and "first among equals."

The colors of Eeree are red and gold.

Eerlahntheeah

This land, corresponding to 20th-century Ireland, is mentioned as an occasional target for Sea Isle pirate raids. (2/92)

Eespahnaheeah

This is one of several nations which have a ready market for Mehrikan slaves. It is also an occasional raiding target of the Sea Isle pirates. It corresponds to the territories of 20th-century Spain and Portugal. (2/92, 165)

Ehleen Confederation

The Ehleen Confederation consisted of five independent Ehleen kingdoms — Karaleenos, Kehnooryos Ehlals, Kehnooryos Mahkedohnya, Sea Isles, and the Southern Kingdom — all created by the Hellenoi races which invaded eastern Mehrikah in 2218.

These kingdoms remained separate entities, not a cooperative union. Because of the wide variance among the kingdoms, each is described individually.

Gahleeah

This land, far across the Eastern Ocean, is another ready market for Mehrikan slaves. It corresponds to the 20th-century land of France ("Gaul"). Its people now **speak** two languages, derived from the French of the original natives, and the Russian of the 21st-century invading troops who settled there. (2/165, 6/176, 171203)



Ganikland

This is the territory claimed (at the moment) by the Ganiks, also called *Muhkohee* or Shaggies. But all Ganikland is contested by either New Kuhmbuhlun or the Ahrmehnee. (10/105)

There is no "national" organization among the Ganiks; indeed, there is no organization of any kind above the "bunch" level. For more about the Ganiks, seep. 46.

social status

Standing among Ganiks is determined mainly by strength. A Ganik with useful skills (First Aid or Armonry, **for** instance) might be protected by the boss Ganik. Use the following levels within Ganik society: Bunch **boss** or chieftain (Status 2); bully (1); ordinary fighter, or anyone else useful to the boss (0); old man or adolescent (-1); woman or farmer-Ganik (-2); child (-3).

Climbing the Ganik social ladder involves nothing more **than** challenging, defeating, and probably killing your immediate **superior**. There are no rules; anything goes.

Ohrgahnikhahnsehrvaishuhn — the Ganik Religion

Most of the Ganiks' peculiarities can be traced to their strange religion and the strictures — called "bunch-law" — of their even stranger deities:

Kahlodjee ("Ecology") forbids taking anything out of the ground except for **use** as food. Thus, the Ganiks do not mine coal, which means they cannot smelt **or** cast metal for tools. All metals used by the Ganiks are either worked cold or salvaged from the battlefield.

Kahnzuhvaishuhn ("Conservation") is the principal deity that has led to the Ganik "waste not, want not" attitude. In keeping with the teachings of Kahnzuhvaishuhn, Ganiks wear clothing and "green" hides until they rot off the body.

Ndaiidjuhd ("Endangered") forbids the consumption of the flesh of any furred or feathered animal, but not manflesh. Therefore, cannibalism is perfectly acceptable. Ganiks will **eat** their own dead, and anybody else who happens along. Ndaiidjuhd does not forbid the **use** of animal pelts as long as the carcasses are buried after certain rituals of bestial kinship. (9/148-149)

N'Vyrmuhndt ("Environment") prohibits the poisoning of the air, land, and water. He is apparently related to Plooshuhn.

Pazahfizm ("Pacifism") is only worshipped by farmer-

Ganiks. He forbids combat, even in self-defense! This leads the fanners to curse and revile their oppressors with every sort of imprecation, without lifting a finger to defend themselves.

Plooshuhn (“Pollution”) is the most feared of all, the patron devil of those sinners who work hot metal. Plooshuhn claims the souls of those who poison the air, land, or waters. Fear of Plooshuhn’s wrath keeps the Ganiks from ever washing themselves, except by accident, from birth to death (and the stew-pots).

Language

Ganiks speak an atrociously accented “cornpone” Ganik Mehrikan. Very few rover-Ganiks speak Trade Mehrikan, but farmer-Ganiks are often familiar with the native tongue of their current “home.”

Greeah Ehlahs

A land where the Ancient Faith (p. 22) is still powerful. It is a place of secret training that the High Lord of the Eastern Confederation, Milo Morai, would like to find. (6/103)

(Independent Aristocratic Republic of) Hamburg

This small but influential German city-state traces its culture, and even its government, to before the Great Dying. It survived the Two-Day War intact, retained a population through the Dyings, and quickly became both a merchant and maritime power. Hamburg never *sank* below TL4, and remained a lamp of European civilization. Its port is well guarded, by cannon and other defenses, against English, Dutch and Greek pirates. (17/202)

(Kingdom of) Harzburk

This “huge and acquisitive” kingdom was the progenitor of the Middle Kingdoms (see p. 31). Prior to the Great Earthquakes, this domain “. . . comprised all of Pennsylvania, New Jersey and Maryland along with parts of West Virginia, Virginia, Delaware, Ohio and New York State.” (10/60)

In 2329, Harzburk was sundered by revolt, and the earthquakes gave the rebels the time they needed to make their independence **good**. However, the kingdom remains one of the three chief powers of the modern Middle Kingdoms. Its symbol is the Blue Bear, and its colors are blue and black.

Horseclans Territory

This area is usually known as the Sea of Grass. It includes the plains bounded on the north by Kahnahdah; on the south by the Four Mehikos; on the west by the Rockies; and on the east by the Mizipi River. But the clans range into the Western mountains, far past the plains, even to the western *ocean*.

History

In the years after the Two-Day War, the Sea of Grass was ruled by roving cycle gangs and farm settlements with modern weapons. Over the course of a century, the cyclists became plains rovers (p. 54) and the farmers evolved into xenophobic Dirtmen (p. 44). By 2400, the Horseclans had driven most other rovers from the Sea of Grass. Those nomad tribes which were allowed to remain were either allied with the Kindred, were too strong to be destroyed outright — as were the Lantz Gang, the

Lebonnes, the Hwilkees, the Magees, the Tchawkuhs, and the Troodohs — or were **too** small for the Kindred to bother with.

In 2574, 42 clans left the Sea of Grass to march east. But as many or more clans stayed behind, and control the plains today.

Flora and Fauna

The plains are rich with wildlife — more **so** in areas not recently foraged by the clans. Shaggy-bull and cattle, various **sorts** of antelope (descended from zoo **animals**) and smaller game provide good eating. Dangerous predators include wild prairiecats, wolves, wild dogs and hyenas, and the huge Blackfoot weasel.

Psionics

The Horseclansmen are the most psionically gifted folk in Mehrikah; sixty to eighty percent have **mindspeak**. Their horses are bred for **mindspeak** ability; essentially all of them have the ability, as do the prairiecats.

Society

For their first hundred years **or so**, Milo and the clans all traveled together, under the rulership of the Council of Chiefs, whose leader was elected every five years. At length the tribe grew too big to stay together. The tradition of the five-year meeting continued, though no longer was a Chief of Council elected.



A Horseclan usually numbers **30** to **250** people. Of these, **10** to **60** will be blooded warriors — males from **13** to **35** or **so**. Some twice that number will be adult women. The plains life is hard for all, but more men die in battle and hunts than do women in childbirth. Thus, many men have two or more wives. Children are prized and pampered — infant mortality is still high — but begin to work and train at an early age. Both sexes are expected to learn riding, archery, and the manufacture and care of weapons, clothing, and other necessary **goods**.

A clan will possess at least one horse for each adult, plus wagons, herds of cattle and goats, and a yurt (a large tent, made of stacked sheets of felt on a wooden frame) for every family. Horseclansmen own nothing that is not movable, for they are always on the move; to stay in one place for more than a month is most unusual during the summers. Winter camps last three to four months; winter is the hardest time of the year, for the Clan and its herds must subsist largely on stored food.

The real wealth of a clan is in its herds. Metal is always in short supply on the plains. Traveling smiths (some Clansmen, some not) are always welcome. Clan-made swords are as good as anything outside the Middle Kingdoms, but without coal, they can’t make a forge hot enough for the best armor. So traders, too, are welcome.

Horseclans society is maledominated, but only fools disregard the counsel of their women. Several clans are matrilineal — inheritance and chieftainship pass to the oldest son of the chief’s oldest sister, and a child takes the last name of its mother.

Clans may include *septs*, which are extended families having

last names different from the clan name. Behtiloo Hansnhn of Krooguh, for instance, had the family name Hansuhn but belonged to Clan Krooguh.

Each clan is accompanied by a sept of the Cat Clan: **3** to **12** adult cats, plus **as** many kittens.

The clan is headed by the chief (Status **3**), who may be addressed by his surname — e.g., Chief Dik Skaht could be called “the Skaht,” or “Skaht of Skaht.” Other levels include: subchief, Clanbard or sept leader (**2**); warrior or mature woman (**1**); unblooded warrior or young woman (**0**); child (**-1**); slave (**-2**). Outside of all clans are Uncle Milo and the current Tribal Bard (Status **4**).

The chiefs, subchiefs and adults of the Cat Clan have status equal to humans; a rank-and-file human warrior would defer to a decision of the Cat Chief. Horses have **-1** status, relative to humans; the Horse-King or herd leader would be treated with great respect but would defer to Cat or human leaders.

Slavery

Most of the clans keep slaves — generally women and children captured in raids against the Dirtmen. Attractive slaves are often made concubines, but custom does not permit an unmarried man to **own** such. Slaves are usually treated well; casual observation of a clan camp would not distinguish slaves from free folk. Many slaves are eventually freed and adopted into the clan; this requires approval of all men of the clan. Concubines' children are raised as clansmen. The Cat Clan also owns slaves, who fetch, carry, and drive wagons on behalf of their masters.

In general, the clans do not keep male slaves. Very young male prisoners will be adopted; others will be sold to the next trading caravan, to be taken East. Of course, slave traders are dangerous to deal with, for they may kidnap Clan children to sell to the Ehleens!

The Law

All Horseclans law is contained in the “Couplets of the Law,” originally written by Milo and added to over generations of plains life. Most clansmen know the important Couplets; tribal bards know them all.

The Couplets are interpreted and enforced by the Clan Chief, assisted by a Council of the most respected warriors of the tribe. Any sentence is possible, but only the very worst offenders would be slain outright. Much commoner is expulsion from the tribe and Kindred, with instant arrowing if the offender returns.

Problems between tribes are handled by the Council of Chiefs, at Clan-meetings which take place every five years. No meeting has ever included all the clans; a meeting of twenty clans might be usual, and forty or more would be exceptional. The Council has the power to expel a whole tribe from the Kindred; in the case of Clans Lehvee and Braizhoor, who persisted in feuding, not only were the tribes cast out, but the thumbs of all adult males were broken to prevent their ever again drawing bow.

Language

The tribes **speak** Horseclans Mehrikan. A clan whose range is near that of non-clansfolk will always include a few who are able to **speak** the other language. Mindspeakers, of course, can communicate with no language barrier.

Coinage

The clans strike no coinage of their own, but will accept any outside coin of honest metal. However, few clansmen keep much liquid cash; everything is spent on goods to insure survival and then to make survival comfortable. Most trade is by barter.

Adventures on the Sea of Grass

Five-Year Council. A good opening for a campaign. Twenty Clans are camped together. Make friends, brag, fight duels, gamble, compete with lance and bow. Life is sweet; enjoy it while you can.

The Hunt. Men and women alike are hunters among the Clans, competing to bring back the best bag. Sometimes dangerous **beasts** are the quarry — and sometimes they appear when not expected.

Treasures of the Old Ones. The plains are so sparsely populated that, even hundreds of years after the Two-Day War, some ruined god-cities contain useful caches of goods — metals, jewels, containers, perhaps even god-weapons. But a dead city is a spooky and dangerous place.

Traders. The clans trade furs, hides, city salvage and — perhaps — hornbows. They want fine swords and armor, liquor, cloth and other luxury **goods**. The Traders who visit the Sea of Grass are a brave and hardbitten lot, and not all are trustworthy!

Dirtmen Raids. The ultimate adventure for a young Clansman is to ride against a Dirtman settlement, to bring back loot, cattle, and perhaps a slave or two.

Races

The most common race on the Sea of Grass is the small, fair Horseclans stock. But individual Clansmen whose ancestors were adopted, and other nomad tribes, may have any racial appearance. Dirtman settlements are common, and are usually tolerated unless they behave treacherously or wage effective war against the nomads.

Military and Warfare

The tribes have no separate military organization. The clan chief is the war-leader; all males over 13 are fighters, and remain so until they are no longer able to draw bow or lift sword. Women rarely ride to raid, but often hunt, and defend the camp fiercely. The “maiden archers” and “matron archers” of a clan are a powerful force.



Karaleenos

Prior to the Hellenoi invasions, this demesne was known as Northern Karalynuh and Southern Karalynuh by its Mehrikan natives. It is bordered on the north by Kehnooryos Ehlahs; to the south by the Southern Kingdom (later known as the “Associated Duchies”); to the west by the Ahrmehnee Mountains; and to the east by the Eastern Ocean. A number of important cities dot the

eastern coast and the Traderoad that runs the width and breadth of the realm. The western cities are mostly walled, since the area is still considered “frontier” and subject to attacks by western mountaineer tribes (though most of these raids were launched by Ahrmehnee and thus ceased after the *stahn* joined the Confederation in 2721).

History

After the Hellenoi invaded in 2218, pushing the indigenous population into the surrounding swamps and foothills, this area was a principality within the great kingdom called Kehnooryos Ehlahs (“New Greece”). The secession of Karaleenos and the Southern Kingdom, after the Great Earthquakes, sparked a heated civil war that lasted for centuries. The waning ended only when Karaleenos was coerced — by force and diplomatic necessity — into joining the newly formed Eastern Confederation to fight against the huge army fielded by High King Zastros of the Southern Kingdom.

In the years that followed, as Horseclansmen moved into Karaleenos, the old social order was drastically changed. By 2720, Kindred and Ehleen had interbred, and the distinction between the two races was beginning to fade. Therefore, Kindred were shocked when many Ehleens, both noble and common, rose in rebellion; most of the rebels had as much Kindred blood as any of the rulers they fought. It later proved to be organized by priests of the Ancient Faith, inspired by the Witchmen.

The Great Rebellion was finally scotched by the Confederation, but not before the entire Kindred House of Vawn was wiped out and several towns destroyed utterly. The defeat further discredited the Ancient Faith. In 2749, another rebellion in Sanderz-Vawn was immediately put down by Confederation forces.

With the acquisition of the Ahrmehnee *Stahn* as one of its archduchies in 2721, the Principate of Karaleenos became officially known as the “Principalities of the Three Karaleenosee.” (6/115)

Flora and Fauna

Most of the eastern part of Karaleenos — that not poisoned by the saltwater tidal waves which created the salt fens — is used for pasture or for growing crops. In the western frontiers wild animals abound, including bears, boar hogs, game animals, mountain cats, shaggy-bulls, and wild cattle.

Psionics

Kingdom of Karaleenos: Under Ehleen rule, psionic abilities — such as Mindspeak — were suppressed by the Ancient Faith as witchcraft. As a result, only about six percent of the Ehleenoe possess usable psi, and it is death to reveal such abilities.

Principate of Karaleenos: For several decades after it joined the Eastern Confederation, Karaleenos inhabitants saw no appreciable increase in psionic development. By 2800, however, the incidence had grown to almost 60 percent.

Society

The society of the Kingdom of Karaleenos was derived from the rigid and complex social structure of old Kehnooryos Ehlahs. It consisted of a King (Status 7); *Ahrkeerhoheeks*, councilor, *mahrkilseeos*, Prince, or *strahtegos* (6); *Thoheeks* (5); *Komees* or *vahrohnos* (4); *Vahrohneekos* (3); city lord or belted knight (2); non-noble *karh'ahrohs* (“pure-blood Ehleen”), craftsman, merchant, or military *lohkahgos* (1); commonborn or sub-citizen (0); servant (-1); beggar or indentured servant (-2); bandit, brigand, or thief (-3); slave (-4).

As in other Ehleen kingdoms, “inheritance is strictly by primogeniture, the oldest son, no matter how unfit he may be, falling heir to everything.” (1/132)

When Karaleenos joined the Eastern Confederation, its king was replaced by a Prince of Status 7. The *mahrkilseeos* (march warden) governs a borderland dividing a hostile or once-hostile state from Karaleenos. Indentured servants (and apprentices) are considered temporary slaves who serve in exchange for money or training. Sub-citizens are those from allied lands, granted temporary status equal to their homeland Status-1 within Karaleenos.

The Law

The laws of Karaleenos are those of the old Kingdom of Kehnooryos Ehlahs. They are ancient and highly codified. Enforcement, however, was corrupt until the kingdom joined the Confederation. Lawsuits could sustain whole families of lawyers for generations.

Under Kingdom rule, the governing noble was technically responsible for handling trials himself, but usually delegated any uninteresting cases to a corps of hereditary judges of *thoheeks* or *komees* status. These judges, for the most part, were ignorant of the law but quite aware of the value of gold.

Slavery

Kingdom of Karaleenos: Slavery, while legal, was less common than in domains such as pre-Horseclans Kehnooryos Ehlahs or the Middle Kingdoms. However, owning unregistered and therefore untaxed slaves is punishable by forfeiture of properties, or even death.

Principate of Karaleenos: Upon joining the Confederation, in 2630, private possession of a slave became highly illegal, carrying a minimum sentence of ten years hard labor — in the mines, repairing roads, building mountain fortresses — and forfeiture of all lands and possessions. This punishment, of course, is equivalent to slavery, but for the Principate! The maximum penalty is impalement on a short, thick stake.

Languages

Before the Ahrmehnee *Stahn* joined the Confederation in 2721, Modem Ehleeneekos and Trade Mehrikan were the two dominant languages. Old Ehleeneekos was primarily used for government records and in religious ceremonies of the Ancient Faith’s “Inner Circles.” After 2721, Hahyahs became a third dominant language.

Religion

The only religion tolerated in the Kingdom of Karaleenos, or any of the Ehleen kingdoms derived from old Kehnooryos Ehlahs, was the “Ancient Faith,” or Christianity. However, after the breakup of Kehnooryos Ehlahs, the Ancient Faith lost a great deal of its influence. “Monster cults,” worshipping (and sacrificing to) real or imaginary animals, became popular. With the advent of the Horseclans, though, the cults died down, and the Ancient Faith emerged as a rallying point . . . since Milo Morai was just the sort of Undying Devil the “black-robos” had warned of for years.

But the high churchmen were mainly interested in wealth. Behind their black robes, the bishops were running hugely profitable gambling, child-stealing, slave-trading, loan-sharking and smuggling operations. The military order of the Church, the dreaded “Knights of the Ancient Ehleen Faith,” was the enforcement arm for this underground empire. The Knights ruthlessly hunted suspected witches (including both psis and Undying), torturing them ruthlessly. They were a wealthy, powerful and dangerous sub-group within the Church.

The High Lords tolerated **this** antagonistic religion until **2634**. In that year, Milo wrung confessions from several leaders, produced evidence of the church's evil, and hunted down the Knights of the Faith.

What remained of the demoralized church went underground. But, in hiding, it was infiltrated by Witchmen agents, who re-introduced elements of the old monster cults and honed it as a weapon of rebellion. By **2700**, the Ancient Faith in Karaleenos and Kehnooryos Ehlahs was a **gross** perversion. The "Inner Mysteries" involved human sacrifice, with drugs and human blood in the communion wine. The Great Rebellion of **2720**, Witchman-spawned and Church-led, was a time of awful atrocity on both sides. Once again the Church was suppressed.

But many Ehleens of noble blood keep secret loyalty; some are perverted initiates of the Inner Mysteries, while others are honestly devout. In Karaleenos, most strongly, the Ancient Faith remains a hidden enemy and Witchman pawn. Karaleenos still abounds with Ancient Faith secret fraternities like the *Staherforees* — who organized the Great Rebellion — and the *ee Klirohnohmeea* ("Heritage Society").

Coinage

Karaleenos coinage is similar to that of the Confederation (p. 18), except that no pure-gold coins are minted, and the edges are not milled.

Races

Kingdom of Karaleenos: The Ehleenoe are the dominant race in Karaleenos prior to the time it joins the Confederation. Of these, ten percent are actual *kath'ahrohs*. The rest come from mixed bloodlines of Ehleens and Mehrikan natives. The *baltohtheesee* inhabit the swamp and fen-lands along the eastern coast; mountaineers and Ahrmehnee can be found in the foothills of the western mountain ranges.

Principate of Karaleenos: Shortly after joining the Confederation, there was a great influx of Horseclans Kindred claiming lands for their Houses. After the Ahrmehnee joined the Confederation, many settled in the western realms of Karaleenos. Of the Ehleenoe that remain, only about one percent are *kath'ahrohs* in 2800.

Military and Warfare

Kingdom of Karaleenos: Most of the army is made up of Freefighters from the Middle Kingdoms and mercenaries from the Black Kingdoms. Karaleenos has always left the fielding of large armies to its individual nobles. War chariots are used occasionally in the south. Northern domains use all types of cavalry, and rely heavily on spear-levies and Middle Kingdoms Freefighters. Karaleenos **troops** wear a Gold Eagle symbol; Zenos' own banner was rust-red.

The **ranks** employed by Karaleenos — as well as in the Ehleen nations of Kehnooryos Ehlahs and Kehnooryos Mahkedohnya — are *Strahteegos* or sub-*Strahteegos* (7); *Keeleehstos* or *prehsvootehros* (6); *Mehyahlehtehros* (*Mehgah*) or sub-*keeleehstos* (5); *Eepohlohkahgos* (4); *Lohkahgos* (3); *Lohkeeas* (2); **sub-Lohkeeas** (1); trooper (0).

Principate of Karaleenos: When Karaleenos joined the Confederation, its army was slightly reorganized to the Confederation pattern (seep. 15).

Adventures in Karaleenos

Great Rebellion. In an adventure **set** in **2718-2720**, the PCs could follow Bili the Axe (or conspire against him) as he battles to put down the uprising of the Ancient Faith.

Inquisition. The PCs are hunted by, or are members of, the Knights of the Ancient Faith, either before or after the Great Rebellion. Since the Knights were the enforcement arm for a variety of illegal Church operations, this **can** be played as a "gangland" adventure.

Karaleenos Gazetteer

Danyuhlz (*Ahrkeethoheekseeahn*) — a Kindred archduchy. (6/117)

Eeleeohee (*Thoheekseeahn*) — a duchy in southern Karaleenos.

Eeleeoheepolis — a city within the duchy of Eeleeohee. (3/102)

Esmith (*Thoheekseeahn*) — a Kindred duchy. (6/86)

Esmithpolis — the principal city and port in Esmith. (6/72)

Fort Brohdee — the fort where Clan Vawn was extirpated by a bomb of Witchmen design, thus launching the Great Rebellion. (4/22)

Gafnee (*Thoheekseeahn*) — Kindred duchy destroyed by rebellion in **2718**, two years before the Great Rebellion. (3/31, 33)

Gafneepolis — a city within Gafnee originally destroyed by King Zastros' invaders and not rebuilt for a decade. (3/36)

Gastohnya — a city within Gafnee. (3/36)

Geertohnee — a small farming village. (3/137)

Hohryos Morguhn — (3/99)

Kahpneezon Mountains — (3/138)

Karaleenopolis: winter seat of the Kingdom of Karaleenos, and capital of the Principate of Karaleenos in Confederation days.

Kehnooryos Deskati (*Vahrohnohseeahn*) — a baronial city and major commercial center within Taheerospolis. (3/14)

Kuk (*Vahrohnohseeahn*) — a barony within Gafnee.

Kukpolis — a baronial city within Kuk. (3/36)

Kuzahwahtchee River — (2/95)

Linstahk — a Kindred duchy.

Linstahkpolis — (6/114, 116)

Lion Mountain — (6/148)

Lohfospolis — an archducal seat in Karaleenos. (3/36)

Lumbuh River — the 20th-century Lumber River.

Mahrtospolis — a town in the *Thoheekseeahn* of Vawn. (4/37)

Misty Mountains — (6/147)

Morguhn (*Thoheekseeahn*) — formerly known as "Eeleeohee" before being settled by Clan Morguhn of the Horseclans.

Morguhnpolis — before Clan Morguhn **settled** in the duchy this city was known as "Eeleeoheepolis." (3/102)

Sahpahntispolis — (7/37)

Sahrahspolis — also called "Sahrahspolisport" at 3/117.

Taheerospolis (*Vahrohnohseeahn*) — a barony within Morguhn. (3/94)

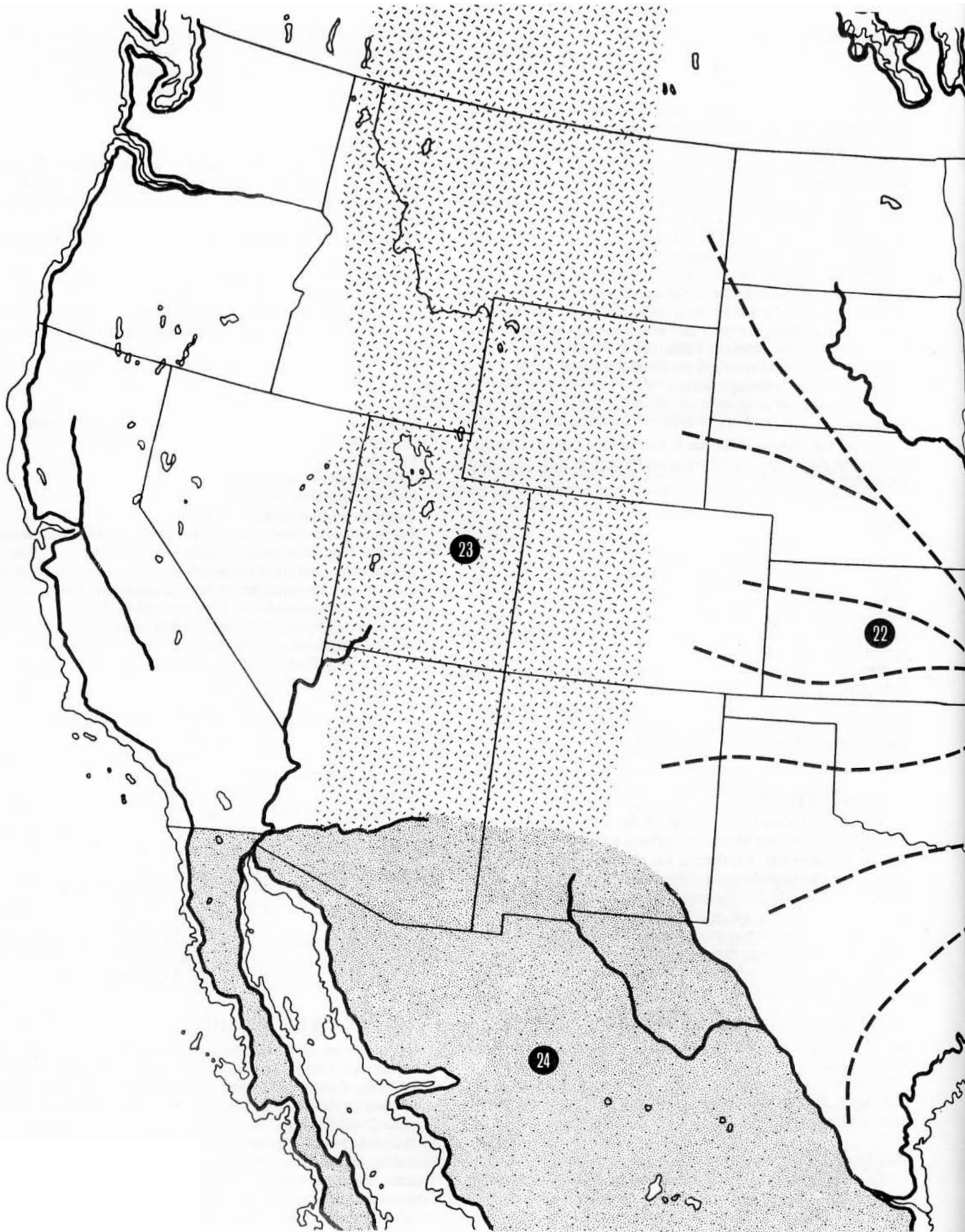
Vawn (*Thoheekseeahn*) — a frontier Kindred duchy bordering the Ahrmehnee *Stahn*. Later *Vawn-Sanderz*. (3/128)

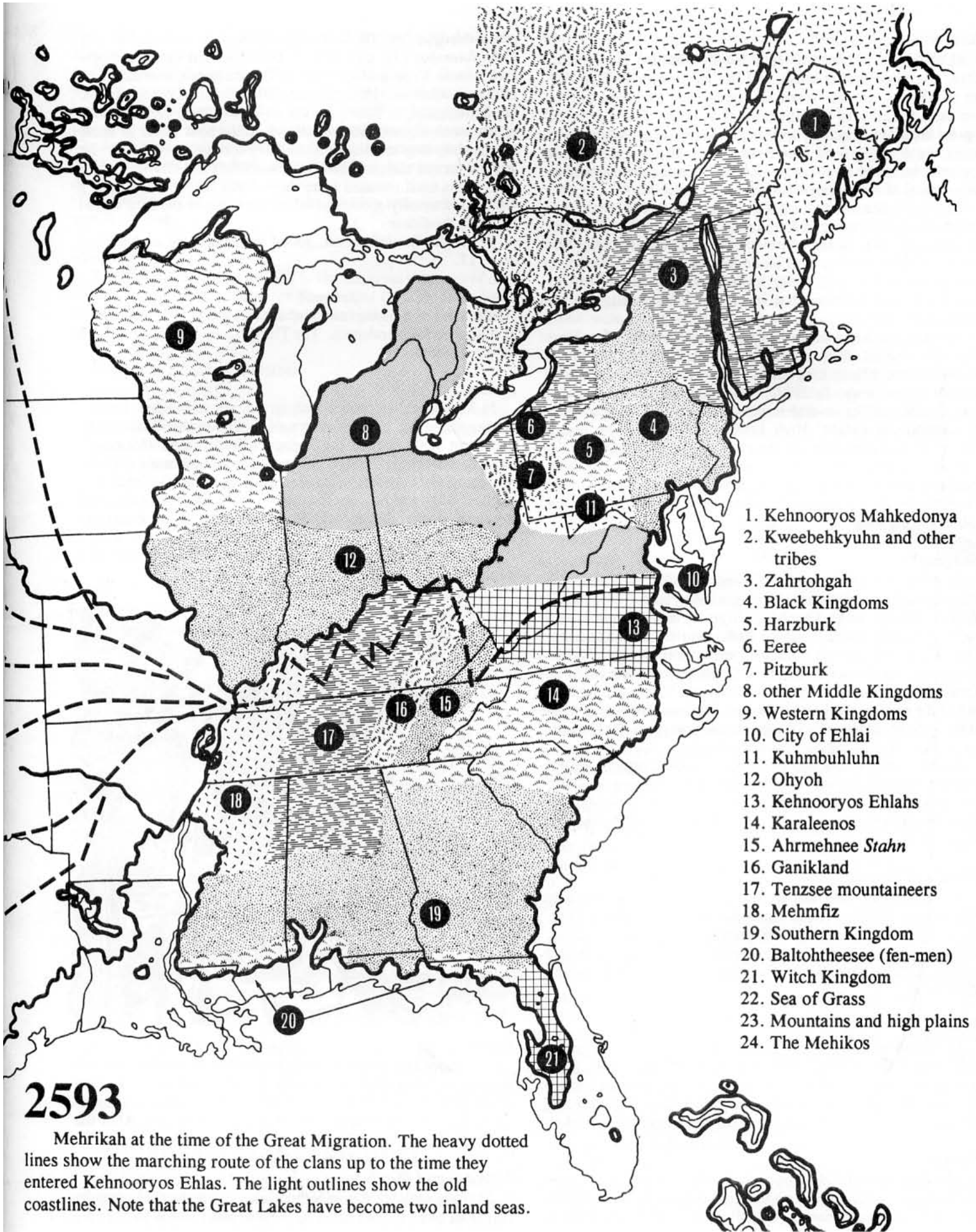
Vawnpolis — located in the Misty Mountains. (6/147)

Kehnoorgos Ehlahs

The demesne of Kehnooryos Ehlahs ("New Greece") has gone through many changes in its six-hundred-year history. Prior to the Great Earthquakes, it encompassed all of the land conquered by the Hellenoi invaders, save the territories of Kehnooryos Mahkedohnya.

When the massive quakes hit, the Ehleen nation was thrown into chaos and split into three domains: Karaleenos, Kehnooryos Ehlahs, and the Southern Kingdom. The new Kehnooryos Ehlahs was much smaller, occupying only those lands called "Vuhdjinyah" by the Mehrikan natives.





History

Kehnooryos Ehlahs was founded by Hellene invaders in 2218. Overpopulated at home, and fleeing the wrath of the Sultan of Turkey, several waves of hardy Mediterranean pirates overcame the army of the Kingdom of Vnhdjinyah and founded a great kingdom, reaching west to the Mississippi and north to press the Kingdom of Harzburk. Only the Great Quakes thwarted the imperial ambitions of the Ehleen legions, drowning their capital of Kehnooryos Ahtheenas.

The survivors warred among themselves; two breakaway kingdoms formed, **those** of Karaleenos (p. 21), and the Southern Kingdom (p. 37). In the chaotic years that followed, the Ehleens, fearful of tainting their bloodlines with those of the native population, took to inbreeding, homosexuality, sadism, and orgiastic religious practices that would have impressed even the imperial Romans.

The rulers of Kehnooryos Ehlahs were the worst by far. **Thus** they were singled out by the War Chief of the Horseclans as the weakest of the Ehleen kingdoms, despite their glorious reputation for invincibility. In 2592, resistance to the Horseclans invasion collapsed for several reasons — including the discovery by Kehnooryos Ehlahs' High Lord Demetrios that he was a "Cursed" Undying, just like the chief of his foes.

A brief rebellion followed, as adherents of the Ancient Faith fought against Demetrios and his new co-regent, Milo Morai. Once the revolt was quashed, Kehnooryos Ehlahs became the hub of the growing Eastern confederation.

Geography

At its height, Kehnooryos Ehlahs included the Mehrikan states of Alabama, Delaware, Georgia, Maryland, Mississippi, North Carolina, South Carolina, Virginia, West Virginia, and parts of Florida and Louisiana. Following the Great **Quakes**, Kehnooryos Ehlahs was bordered on the north by the Middle Kingdoms; to the south by its arch-enemy, the Kingdom of Karaleenos; to the west by the Thehsis and 'Ginni Mountains; and to the east by the Eastern Ocean. Traderoads connect most of the wide-spread provincial capitals and port cities dot the eastern coast — despite ever-rising water levels.

As the coastline continued to sink, the rebuilt capital of Kehnooryos Ahtheenahs was largely abandoned, starting in 2660. The new capital is Theesispolis, once called Place-of-Green-Walls by the nomads, and before that Charlottesville by the Old Mehrikans.

Flora and Fauna

All manner of wild and domestic animals *can* be found in Kehnooryos Ehlahs. Those lands not used for growing corn, wheat, and other grain crops are employed as pasture for cattle, sheep, goats, and swine. In the western mountains are found wildlife such **as** bear, boar, mountain cat, shaggy-bull, treecat and weasel.

Psionics

In Kingdom days, even rumored **use** of psi "witchcraft" meant the death Sentence from the Ehleen Church. Still, **some** people can learn if given the opportunity. Psionic incidence is one in five among the Ehleens and only slightly higher in Mehrikans. **When** the Confederation took over, psi talent began to spread.

Society

The Kingdom of Kehnooryos Ehlahs had an extremely rigid and complex social structure consisting of a High Lord or Lady (Status 7); *Ahrkeethoheeks*, councillor, march warden, Prince,

or *strahteegos* (6); *Thoheeks* (5); *Komees* or vahrohnos (4); *Vahrohneeskos* (3); city lord or belted knight (2); non-noble *kath'ahrohs* ("pure-blood Ehleen"), craftsman, merchant, or military *lohkahgos* (1); commoner (0); servant (-1); beggar (-2); bandit, brigand, or thief (-3); slave (-4). Military officers, such **as** the *strahteegee* and *lohkahgoee*, only hold status at those levels while they remain in the military service; they then revert to their former **status**. Likewise, councillors and city lords **only** hold status until released from their duties (at the High Lord's whim, and usually accompanied by a parting of the lord's head from his shoulders . . .).

Under the Confederation, social levels became as described on p. 17.

The Law

The laws of the kingdom, and the way they are enforced, **are** as described for Karaleenos. The Thirds Council was introduced by **the Kindred**.

Slavery

In Kingdom days, slave-trading was not only legal, but encouraged by the corrupt rulers of Kehnooryos Ehlahs. Pre-pubescent boys fetched the highest prices. Blond Horseclans children brought very high prices (but were extremely difficult to capture and even harder to keep alive since most — once they realized what was in store for them — suicided before reaching the slave-block). Slavery was also a punishment for almost any impropriety.

The Confederation abolished slavery in 2596, except as a punishment.



Races

The major race of this realm is the Ehleenoe. Only about two percent can lay undisputed claim to pure *kath'ahrohs* blood, the others being of mixed descent. In the 'Ginni mountains and surrounding foothills are scattered tribes of mountaineers. After the Great Quake, tribes of *baltohtheesee* infest the fens.

Military and Warfare

Military rank (p. 62) in Kehnooryos Ehlahs is not as important as in other Ehleen nations, because most war is handled by

Freefighters from the Middle Kingdoms. The ranks **are** the same as those of Karaleenos (p. 23).

Over the centuries, the Ehleens have **regressed** from their warlike ancestry. By the time the Horseclans arrived in Kehnooryos Ehlahs, the bulk of its armies were Freefighter condottas, civic spear-levies, and **poorly** trained peasant conscripts. The few Ehleen warrior-nobles worthy of the name depended on archaic methods of warfare, **as** witnessed by their heavy dependence on **armored** chariots.

The colors of Kehnooryos Ehlahs **are** blue and silver; her ensign is the owl.

Religion

Kehnooryos Ehlahs is steeped in the religious practices of the Ancient Faith, as described for Karaleenos (p. 22). However, the rebellious Secret societies are not **as** common in Confederation days.

Kehnooryos Ehlahs Gazetteer

Ahnpolis — (8/34)

Ehlai — the Holy City of the Horseclans, on 20 square miles of rock in the middle of a swamp — founded in 2593, and greatly overcrowded within fifty years.

Kehnooryos Ahtheenahs — capital city of Kehnooryos Ehlahs (1/145, 6/177) — later abandoned to rising waters.

Leestispolis — (1/145)

Lintchburk — (1/144)

Nohtohspolis — (1/145)

North River — (5/7)

Petropolis — (1/145)

Theesispolis — the Place of Green Walls, and the new Confederation capital. Location of Confederation archives, including many 20th and 21st-century books and Milo's own journals.

Suthahnah River — the "South Anna River" of 20th-century Virginia. (1/172)

Theftehrospolis (Vahrohnohseeahn) — (3/17)

Thalassopolis — a city. (2/40)

Languages

Most Ehleen residents of Kehnooryos Ehlahs **use** Modern Ehleeneekos. Old Ehleeneekos is used for official records and religious rites of the Ancient Faith. Non-Ehleens will generally use Confederation Mehrikan, Trade Mehrikan, or Middle Kingdom Mehrikan. In the fens, Baltohtees is spoken.

Coinage

Kehnooryos Ehlahs uses the same coinage as Karaleenos (p. 23).

Adventures in Kehnooryos Ehlahs

Courtly Intrigue. The wealth and corruption of a noble Ehleen court, and the ponderous vitality of the later Confederation bureaucracy, are both good campaign backgrounds. Keep your mindshields up . . .

Border War. Clashes with mountaineer raiders are frequent. Skirmishes between Kehnooryos Ehlahs and Karaleenos are also common. Preparations and scouting for such battles can **make** up the campaign, with the battle as the climax.

Kehnooryos Mahkedohnya

Of all the Ehleen Confederation states, Kehnooryos Mahkedohnya is the most traditional. Looking at this domain is like peering through a "time warp" at the stark Hellenoi invaders

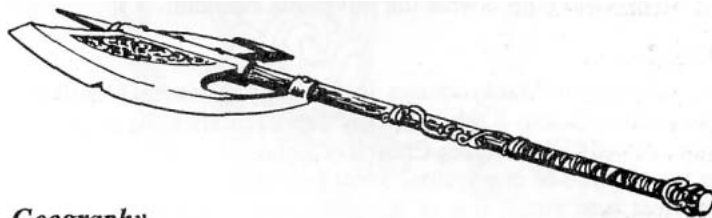
who originally conquered eastern Mehrikah. Throughout its six-hundred-year history, Kehnooryos Mahkedohnya **has** held true to its heritage.

History

The northern coasts were the target of the very last wave of the Hellene invasion. These were not the mixed Mediterranean pirates who had conquered the south; they were pure Greeks, many of respectable background, fleeing the increasing depredations of the Sultan of Turkey. They soon controlled the sparsely-populated New England coast, driving a few refugees inland. Thus, the nation called Kehnooryos Mahkedohnya ("New Macedonia") was born.

The Great Earthquakes did not affect Kehnooryos Mahkedohnya **as** much as the other Ehleen states. Few of its high, rocky coasts were submerged by the rising oceans. Likewise, the northern kingdom did not fall prey to the perverse debauchery that had degraded the southern Ehleen nobility.

Even as late **as** 2800, Kehnooryos Mahkedohnya has avoided joining the Confederation yet remains relatively peaceful — aside from frequent skirmishes with the neighboring Black Kingdoms.



Geography

Kehnooryos Mahkedohnya occupies the 20th-century territories of Maine, Vermont, New Hampshire, Massachusetts, Rhode Island, Connecticut, Nova Scotia, New Brunswick, and parts of Quebec. It is bordered to the north by numerous Kahanahdyuhn tribes, to the west and south by the Black Kingdom, and to the east by the Eastern Ocean.

Flora and Fauna

Kehnooryos Mahkedohnya is not as heavily populated with animals **as** the more Southern lands, but it does have an abundance of game, including boars, lynxes, shaggy-bulls, and weasel-kin.

Psionics

Psi is very rare in Kehnooryos Mahkedohnya. The Ancient Faith (p. 22), the only organized religion in the kingdom, punishes anyone who is even suspected of such "witchcraft."

Society

The aristocratic society of Kehnooryos Mahkedohnya has a social structure which mimics that of Pahlyos Ehlahs ("Old Greece"), consisting of a High Lord (Status 7); **Ahrkeethoheeks**, councillor, **mahrkilseeos**, or Prince (6); **Thoheeks** (5); **Komees** or **vahrohnohs** (4); **Ahstoonohmos** or **vahrohneeskos** (3); belted knight (2); craftsman, merchant, or military **lohkahgos** (1); commonborn (0); servant (-1); beggar (-2); bandit, brigand, or thief (-3); slave (-4). Add 1 to the status of any **kath'ahrohs** with a status of 1 or less.

The **mahrkilseeos** ("march warden") is a high noble ruling a Black Kingdom border area. The **ahstoonohmos** is a hereditary officer, with duties similar to those of a city deputy or **vahroneeskos**, but salaried and holding no land.

Females are generally expected to learn household skills and little else; thus, they enjoy fewer privileges than do Horseclans women or even those from the Middle Kingdoms (see *Social Stigma*, p. B19).

The Law

Kehnooryos Mahkedohnya has essentially the same laws as Karaleenos (see p. 22), but with far fairer enforcement. Judges are usually younger sons of nobility, rather than nobles; they are well salaried, and corruption is rare and harshly punished. Lawyers, however, still grow wealthy off extended court cases.

Slavery

Slavery is fairly common amongst the aristocracy; few others can afford slaves.

Races

Most Ehleen citizens of Kehnooryos Mahkedohnya are *kath'ahrohs*. The remainder of the population includes various Mehrikan races, including a smattering of Burkers and a very few Black Kingdoms Mehrikans.

Military and Warfare

The military organization and training of Kehnooryos Mahkedohnyuhn troops is the same as for Karaleenos (p. 23) — but troop quality is higher, and officers are not corrupt.

Troops and nobles wear the Silver Elk emblem.

Religion

Kehnooryos Mahkedohnya is the only nation in Mehrikah where the Ancient Faith is openly practiced after the Suppressions of 2634. The Ehleen Church of Kehnooryos Mahkedohnya is largely free of corruption. Most priests are honest, humble, reverent, and pious, free of the perversion or debauchery common in the Church in the southern Ehleen kingdoms.

Languages

Northern Ehleeneekos is spoken by the Ehleen inhabitants. Other races speak either Burker or Trade Mehrikan. As in all Ehleen nations, Old Ehleeneekos is used for governmental records and religious ceremonies of the Ancient Faith.

Coinage

Kehnooryos Mahkedohnya uses the same style coinage as described for Karaleenos (p. 23).

(Aristocratic Republic of)

Kleesahkyuhn

This domain was established in 2632 by the former ruler of Kuhmbuhlun, a buffer state between the Middle Kingdoms and the Ehleen Confederation. King Mahrtuhn abdicated to save his land from destruction by civil war. He and his followers fought their way through the mountains, to the foothills just south of the Kingdom of Ohyoh. The realm they founded was called “New Kuhmbuhlun” and modelled after the then-Kingdom of Kuhmbuhlun; its customs were the same as those of the Middle Kingdoms, and the people were pure-blooded Middle Kingdoms Mehrikans.

Following a near-successful invasion by the Skohshuns in 2722-23, the two nations united as the Republic of Kleesahkyuhn, named after the original inhabitants of the land (p. 56). Unlike either nation, the Republic of Kleesahkyuhn is governed by a seven-person “Council”: three New Kuhmbuhlun noblemen, three Skohshuns, and one Kleesahk. Eventually the Council will expand to fourteen men and three Kleesahks, but the seven-chair assemblage will deal with most day-today affairs. (11/186-191)

Kleesahkyuhn still flies the Green Stallion of Kuhmbuhlun.

The Lands of Mehrikah

Maiden Valley

Maiden Valley is nestled in a secluded section of the south-central Ahrmehnee Mountains. It became the home of the Moon Maidens not many years after the Great Dyings. The Hold was destroyed in 2721 by Witchman treachery. The Valley is now a smoking, rubble-strewn crater, its people dead and its treasures buried under tons of rock.

History

Long before the Ahrmehnee were forced into the foothills, and later the mountains to the west, the Moon Maidens inhabited their valley. When the Ahrmehnee became their neighbors, a balance was quickly established. The Ahrmehnee soon found that it was foolish to trouble the Valley; the Maidens found it was better to trade with their neighbors than to try to rule them. Enough Ahrmehnee males were captured as workers that, over the years, the Maidens became racially very similar to the Ahrmehnee.

In 2721, both races were visited by “People-of-Power” — actually Witchmen — claiming to be messengers of the Moon Goddess. They told the two races that the time had come for them to ride from the mountains and sweep the lowlanders before them.

With most of the maiden warriors gone, the Witchmen raided the Maidens’ high-tech treasure house, leaving a huge bomb. The explosion triggered a volcanic eruption. Only those Moon Maidens outside the Hold survived. The Moon Goddess ordered these survivors to embrace the Confederation of the Eastern Peoples by choosing “battle-mates” for themselves. Given their preference for female companions, this was the ultimate sacrifice and spelled an end to the Maidens’ hope of rebuilding their Hold or saving their culture.

Geography

This description covers the Hold of the Moon Maidens before its destruction. Now, of course, it is an empty crater.

The mountains surrounding the Valley present an almost uniform facade of weathered rock and deep runnels protecting the Hold from intruders. Watchers are posted along a circuit of walls. The Hold itself is a sprawling fortress of man-made and natural caves honeycombing the mountains.

Hot springs feed into the shallow lakes and streams of the Valley, keeping it heated even in the coldest of winters. Even some of the rocks and soil are hot, especially around a crescent-shaped crack near the entrance to the caverns — called the Sacred Hoofprint of the Lady’s Steed — where searing jets of volcanic gas and fumes are constantly released.

The Hold also houses a vast assortment of high-technology items left over from the caverns’ previous use as a secret military installation. However, the Maidens found no use for these items and moved them into storage areas where constant exposure to the hot, moist air rendered most inoperable. Caves are filled with banks of ancient machines, books, spare parts, technical tools, and refined metals (including bars and coins of gold, silver, and copper) from before the Great Dying.

Flora and Fauna

Due to the extremely warm conditions of the Valley, the Moon Maidens are able to grow two or three crops a year. For years they had a surplus for trade, and grew wealthy, but in their last decade they had to buy food from outside. Domestic animals such as cattle, mountain ponies and goats are kept inside the Valley, but only in small numbers due to the lack of suitable pas-

tures. Wild animals **cannot** breach the natural barriers of the Valley any more than humans.

Psionics

Many Moon Maidens possess latent psi abilities, but few are aware such powers even exist. Before a Maiden can develop her latent talents, they must be awakened by a trained psi.

Maiden Valley Society

The Moon Maiden society has never had need for complex social status — being small in number and tight-knit. The hereditary war leader and priestess is the **Brahbehmuh** (Status 5); other levels are Grandmother (3); blooded warrior (1); un-blooded warrior (0); all males (-4).

A unblooded warrior becomes blooded — and a full member of the Maiden society — when she participates in her first battle. A Maiden who is unable to fight, because of age or infirmity, becomes a member (sometimes called a “Wise Woman”) of the Council of Grandmothers . . . or selects a fieldworker and mates for the good of the holy race. All males are “expendable property” (p. B19), receiving -4 on all reaction rolls.

The Law

The Will of the Moon Goddess, as expressed through the **brahbehmuh**, is the only true law of the Maidens. The Council of Grandmothers provides counsel to the war leader.

Slavery

All men taken in battle or purchased by the Moon Maidens as fieldworkers are enslaved (if not worse). No man of the Moon Maiden race is ever allowed outside the Valley.

Races

The only race residing in Maiden Valley is that of the Moon Maidens. No one else enters the Valley except as a slave.

Military and Warfare

Moon Maidens do not use Military Rank or have an established chain of command other than their Social Status. If the **brahbehmuh** does not command a group of Moon Maidens, she appoints a “brevet” leader (or leadership defaults to the Moon Maiden considered to have the most battlefield experience).

Moon Maidens are organized into single foot or mounted units. Their armor and weaponry would normally classify them as “medium,” but their use of inferior metals such as brass and bronze make them light infantry or light cavalry. All Moon Maidens receive extensive war-training at a very young age. Increase the quality of any randomly-determined troop by 1.

Religion

The Moon Goddess — also known as the “Supreme Lady,” “Silver Lady,” “Radiant Lady,” and so on (p. 74) — is the only deity worshipped in Maiden Valley. Bloody sacrifices of animals (and possibly even humans) are made when the Moon Goddess is angry (e.g., whenever She vents Her anger in fire, choking smoke, or earthquaking shudders).

Languages

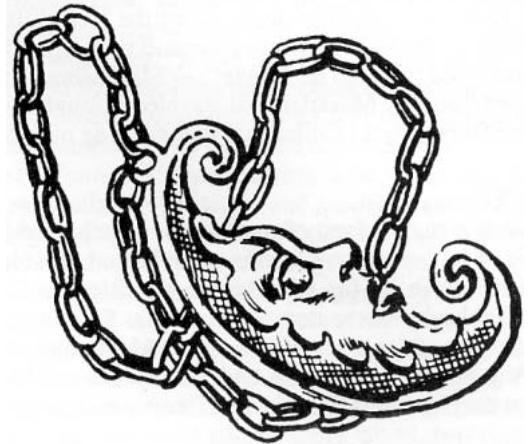
The Moon Maidens speak a secret language, known only to them, called Moon Maiden Mehrikan. Since this language is unknown to any save Moon Maidens, they also speak a heavily accented Trade Mehrikan.

Coins of the Maiden Valley

Within the Hold of the Moon Maidens, no currency is used, only barter. When trading with their Ahrmehnee neighbors, they often use the coins found in the caverns of the Hold: unusually pure and uniform coins bearing the likenesses of men, women, and beasts which defy description. These, of course, are 20th-century U.S. silver and gold coins from the survival stores of the long-vanished military base there. They are found in ounce, half-ounce and quarter-ounce weights.

Adventures in the Maiden Valley

Moon Festival. Mate selection was performed during this time of joyous celebration, though it was always the female who decided the pairings, not the males (whose only purpose was to quicken the females for the good of the holy race). This was the best chance for a male slave to escape, as Maidens indulged in lewd behavior they would otherwise avoid.



Rebirth. Though no Moon Maiden within the Hold survived its destruction, it is possible that one or more groups of Maidens, other than the two large forces following Bili the Axe and Lord Geros, were away from Maiden Valley at the time.

These Maidens would, more than likely, be presumed to be dead by the **brahbehmuh** and their sisters. These survivors would probably seek to establish another Hold, in the Ahrmehnee Mountains or elsewhere. They would have to find a suitable location, build a hold, abduct menfolk from the surrounding area, and perpetuate the holy race.

Perhaps the Moon Goddess wanted **Rahksahnah** — the last **brahbehmuh** of the old Maiden Hold — to believe that there were no other survivors, so a new Hold could be established without anyone else knowing of its existence . . .

The Mehikos

The Four Kingdoms of Mehiko make up a loose-knit empire under the rule of an hereditary Emperor. The power of an Emperor over his vassals depends as much on his personal abilities as it does on his hereditary title. A strong Emperor is able to enforce his will; a weak Emperor is merely a figurehead for the Kings and Grand Dukes. This constant shifting of power has led to several border clashes over the years.

History

Mehiko was a unified nation for many centuries prior to the Two-Day War, but was extremely poor in comparison to other “God Nations.” When the nuclear weapons were launched, Mehiko was spared devastation . . . until the Great Dyings came, with plagues sweeping the countryside like prairie fire.

The following years were marked by more deaths and destruction as self-styled “warlords” **seized** cities, villages, and whole states, built small armies to back their claims, and engaged in petty squabbles with other warlords.

By 2250, the smaller lords and their statelets were absorbed by their larger rivals, to become duchies, baronies, and counties under the rule of five kingdoms. Border clashes became less frequent, and an uneasy **peace** prevailed over the Five Kingdoms of Mehiko for the first time in nearly two centuries.

The time that followed was one of furious diplomatic maneuvering as kingdoms sought alliances and concessions from other kingdoms. This continued until 2530, when the King of Guad-alajara managed a diplomatic coup and was proclaimed “Emperor of the Four Kingdoms of Mehiko,” with his own kingdom losing its identity to become the Imperial Seat of the unified nation. Of **course** the move was not without its opponents; Yucatan immediately seceded from the empire, but was forcibly returned within the year.

Three years later, plagues again swept the land, killing half the population. The Four Mehikos were still recovering from the devastation when “Maylo de **Morre**” — Milo Morai — arrived in the ancient port of Mazatlan and traveled through the Grand Duchies of Durango and Chihuahua in the spring of 2556.

Geography

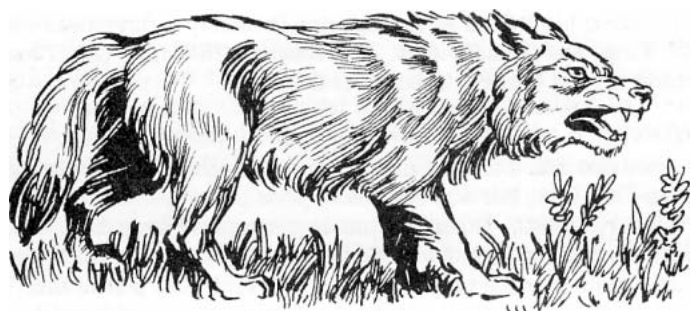
Mehiko is a rugged land of mountains, deserts, and jungles. Very little of its non-coastal land is suitable for crops. It is bordered on the north by the Rio Grande and Rio San Francisco (and the Tehksuhs horse-nomads beyond). To the south are jungles that stretch to Peru, the Associated Duchies of Chile, and the Argentinas. The eastern and western coasts of Mehiko, running to the New Gulf and Western Ocean, are bisected by the mountains **known** as the Sierra Madre Occidentalia.

Cities and towns **are** common along the coasts — some of these are even located on the sites of former God-Cities dating back to pre-War days. The rich live in huge, luxurious, carved stone casas (houses) and the poor on small farms and haciendas (ranches) owned by their lords. Away from the coasts, few places are larger than villages. Coastal roads **are** well-maintained, **as** is the Imperial Traderoad which **runs** the width and breadth of Mehiko, connecting its grand duchies. Mountain and jungle roads are little more than cattle-paths; travel is as dangerous **as** it is tedious.

Flora and Fauna

Corn and other grains are grown and used for food, fodder, and distillates like *hwiskee*. In the milder regions of the north, grapes and citrus fruits are grown; some are used in making fine brandies and wine. Tobacco is grown in the southern areas of Mehiko. The desert produces cactus, which yields mescal and the restorative potion called pop-skull or *taikeelah*.

In areas with plenty of graze, herds of cattle, sheep, and even warhorses are kept. In “urban” areas, where grass is not so



plentiful, **goats** provide milk, butter, **and** cheese. Dogs and cats are common **as** pets (and are eaten in times of crop failure).

Dangerous creatures of Mehiko include the *jaguarundi*, *teegrais*, scorpions, poisonous spiders, rattlesnakes, wild dogs, and wolves. Prairiecats are **unknown**.

Psionics

No psionics are openly practiced in the Mehikos, though one in ten may possess **mindspeaking** powers. Whether **this** is because of an Inquisition-like stifling by the Catholic religion, or a lack of suitable teachers, is left to the GM to decide. Perhaps underground covens of wizards or mentalists exist in the Mehikos. Such groups might actively seek promising recruits. They would be difficult to contact, and might turn out to be an Inquisition “sting” operation . . .

Most creatures capable of **mindspeak** in other areas have the same ability in the Mehikos, and will be mildly surprised if humans try to converse with them mentally.

Society

Social levels in the Mehikos are *Emperador* (Status 7); *Principe*, *rey*, or *duque-grande* (6); *Duque* (5); Conde (4); mayor or governor (3); Caballero (2); craftsman, merchant, or military *Capitan* (1); commonborn (0); bondsman or servant (-1); serf (-2); beggar (-3); *bandido* (-4). *Principe* is a prince of the imperial house; though of the same station as a *rey* (king) or *duque-grande*, either of these two will defer to the *principe* as an heir of the Emperador. The highest status a commonborn can hope to attain is *capitan* unless he becomes a caballero — elevated to “knighthood” by a selfless act of bravery in the service of the Emperor, well-witnessed by at least two members of the nobility, the *hidalguia* (those with Status 2 or better).

Marriages between the *hidalguia* and commonborn do not bring about an automatic increase in status for the commonborn; this must be earned normally. Children of the marriage are considered hereditary half-hidalgo and have the status of their *hidalguia* parent. Bastard offspring (p. 61) have their mothers’ status. If she is an *hidalga*, they are half-hidalgo; if she is commonborn, they are commonborn. If an *hidalgo* wishes to legitimize his commonborn bastard offspring, he is free to do so, but only if lands and succession are not involved. Only a born *hidalgo*, or failing that, a formally invested caballero, can take the oaths of fealty. (1112)

The Law

Oaths of fealty must be taken in order to succeed to land and power. The overlord must assign these duties if no one is of the required station to take the oaths.

Annual tax monies are collected from the various states of Mehiko by officers of the Imperial Tax Service and delivered to the Imperial Seat at Guadalajara.

Bandit heads bring a silver half-peso each when delivered to the proper authorities.

Slavery

Slavery, as a punishment, is common in the Four Mehikos. Prisoners are put to **use** by those able **to** afford them, but are usually reserved for the very wealthy. Far more common are **serfs**, farmers **so** impoverished that they are slaves to the land they till.

Races

There are two separate Mehikan races (seep. 50) — Lowland Mehikan and Mountain Mehikan. The mountaineers tend to be

taller and more callous than their lowland cousins. Occasional travelers from southern nations — the Associated Duchies of Chile, Peru, and the Argentinas in particular — are welcome in Mehiko. The northern barbarians from the Sea of Grass are respected for their prowess, but watched very closely.

Military and Warfare

Military ranks include General (Military Rank 8); Colonel- or *Teniente-General* (7); Colonel (6); Major (5); *Capitan* (4); *Teniente* (lieutenant) or, lower, Ensign (3); Sergeant (2); Corporal (1); Conquistador or *soldado* (0). Military rank above sergeant is almost always purchased from a superior officer (p. 66).

Religion

Though there may be other sects, Catholicism is the largest organized religion in the Mehikos. Even the most impious Mehikans make reference to *Nuestra Señora* (1/9-10) and *El Diablo* (1/10). The vulgar will swear by specific body parts of the Twelve Apostles (1/18).

Mehikan Gazetteer

Brazos River — (1/33)

Chihuahua — The most northern Grand Duchy in the Four Mehikos, part of the domain of *el Rey del None*. (1/4, 15)

Ciudad Chihuahua — Seat of the Grand Duchy of Chihuahua. (1/10)

Ciudad Juarez — A city in the Grand Duchy of Chihuahua, on the southern side of the Rio Grande. (1/10)

Durango — A Grand Duchy. (1/10)

El Paso del None — A city in Tehksuhs positioned on the north side of the Rio Grande, opposite Ciudad Juarez. (1/10)

Fortaleza Bienaventuranza — A fortress city on the Rio Santa Maria, north of Fuerte Media, and south of Ciudad Juarez in the Grand Duchy of Chihuahua. Also called *La Fortaleza*. (1/11)

Fuerte Media — A desert fort situated at the halfway point between Ciudad Chihuahua and Ciudad Juarez in the Grand Duchy of Chihuahua. (1/11, 16)

Guadalajara — Imperial Seat and alternate capital of the Four Mehikos. (1/4)

Guanajuato — The condado (county) seat of Guanajuato. (1/4, 14)

Llano Estacado — the “Staked Plain.” (1/33)

Mazatlan — An ancient port on the Great Western Ocean.

Peony — A small agricultural village, home to a few mindspeakers. (FH/192)

Phlox — A village near Peony. (FH/192)

Red River — (1/33)

Rio Grande — A river creating part of the Four Mehikos northern border. Also referred to as “Big River.” (FH/197, 1/29)

Rio San Francisco — A river creating part of the Four Mehikos northern border. (1/29)

Sierra Madre Occidentalia — A dangerous mountain range, favored by bandits, bordering the Grand Duchy of Chihuahua on the southwest. (1/14)

Yucatan — A kingdom of the Four Mehikos which briefly seceded in 2530. (1/11)

Languages

The predominant written and spoken language of the Four Mehikos is Eespahnnyohl. In the northern regions, where trade is often conducted with the Tehksuhs barbarians, some Trade Mehrikan is also used.

Currency

The silverpeso is minted in various denominations including the 1/2-, 1-, 5-, 10-, 20-, and huge 50-peso cartwheel. A hundred-peso gold coin, called an *onza*, is also used. A silver peso is roughly 1/10 of an ounce, or one Middle Kingdoms dollar.

Adventures in the Mehikos

The Taxman Comerh. The characters are soldiers of the Emperor sent to guard one of the annual tax trains of the Imperial Tax Service. Of course, these trains often travel through dangerous mountains and outback regions suitable for *bandido* ambushes.

Border Patrol. The bandit raiders and horse-barbarians which cross the Rio Grande are a bane to the Mehikan border towns. The PCs may be border guards — or they may be sent on a retaliatory raid against a particular pack of *bandidos*.

Merchant Train. In the spring and summer seasons, merchant-trains head north across the Rio Grande to trade with the Tehksuhs barbarians. While these people are in no danger of being robbed by their customers, other nomads may try to raid them. And unscrupulous merchants will often try to hoodwink the Horseclansmen. Woe be to the merchant who is found out!

Bounty Hunter. There is always a need for man-hunters to track down outlaws with large (and small) prices on their heads.

Incognito. Captured nobles often bring high ransoms. Thus, many nobles choose to travel incognito. The PCs are charged with guarding such a man while not appearing to be his guards. Or they are hired to abduct a traveling merchant who turns out to be an agent of *el Principe de los Numeros* in disguise!

The Mehikan Inquisition. Assuming that wizards (including telepaths) are actively hunted by the Catholic church, the PCs might well be threatened with a witch-burning if caught using their powers. Or perhaps they are the hunters, trying to infiltrate a “sorcerous” organization — possibly one working to undermine the authority of the Church.



(Kingdom of) Mehmfiz

This large kingdom is bordered on the north by certain frontier holdings of the Kingdom of Ohyo; on the south by the New Gulf and Gulf of Mehiko; to the east by the lands of the Tenzsee mountaineers; and to the west by the Great River — called the Mizipi by some — and the Sea of Grass beyond.

The last of the true kings was Uyr of Mehmfiz. He ruled until 2578 before being deposed by Count Djoolyuhn and the combined might of Uyr's discontented vassal lords and several western tribes of the Tenzsee. The mountaineers were given much of Mehmfiz's eastern holdings in return for their aid (see *Tenzsee*, p. 40).

Middle Kingdoms

There are over forty principalities in the “Middle Domains,”

all constantly warring against one another. There are **three** major powers (the Republic of Eeree and the Kingdoms of Pitzburk and Harzburk); over a dozen significant Grand Duchies; and a host of minor states ranging from moderate-sized duchies down to tiny city-states. Each is ruled by its hereditary nobility — called “burk-lords” or “pocket-princelings” by the Ehleens.

History

The fragmented and perennially squabbling Middle Kingdoms had their beginning shortly after the Great Dying, when numerous well-armed “tribes” converged on the mineral-rich lands left vacant by the plagues. The skirmishes continued for decades. Each year saw larger states conquer smaller ones until all demesnes were united under the Kingdom of Harzburk.

It was this unification that saved Middle Kingdom culture when the Ehleens invaded Mehrikah, sweeping the coastal inhabitants into the surrounding mountains and swamplands. When the invaders attempted to push into Harzburk, they were thwarted at every turn by the kingdom’s stubborn resistance.

The invaders pulled back to consolidate their new holdings. Nearly ten years passed before they would again turn their attention towards the metal-rich lands of Harzburk. By that time, the kingdom was fully prepared. As days turned to months and months stretched into years, neither force seemed capable of gaining the upper hand. After nearly a century, an uneasy peace, founded on mutual respect and exhausted resources rather than any formal agreement, was reached.

The Ebleenee busied themselves with administering their burgeoning empire. In the meantime, Harzburk was faced with internal rebellion spearheaded by the firebrand Grand Dukes of Eeree and Pitzburk, who wished to continue fighting the Ehleens. Failing this, they returned to their own demesnes and declared their independence from Harzburk.

The rebellions worsened with the Great Earthquakes in 2341. The quake brought down mountains and created new ones; it destroyed towns, cities, and fortresses without prejudice. Huge tidal waves changed rivercourses and permanently flooded low-lying areas. Elsewhere, lake-bottom was raised to become dry land. The ordered military society of the Middle Kingdoms was plunged into chaos.

The kingdoms of Pitzburk and Eeree were joined by the grand duchies of **Redn** and Bethlum, first attacking Harzburk and then turning on each other. Many numerous smaller states also declared their independence from Harzburk, casting their lot with either that of Pitzburk or of Eeree. Harzburk was not without its allies, but the Kingdom was permanently sundered.

By 2800, nearly half a millennium has passed since the partition of Harzburg. In all this time, peace has never come to the Middle Kingdoms.

Geography

Most of the land of the Middle Kingdoms is rugged and mountainous. The towns, or “burks,” are often built directly on the ruins of ancient cities. The Middle Kingdoms are bounded on the north by the Black Kingdoms, on the south by the Voh-reheos River and Kehnooryos Ehlahs beyond, on the west by the Sea of Eeree and the Western Kingdoms, and on the east by the Eastern Ocean.

A Traderoad cuts an east-west passage across the Middle Kingdoms — broken by an occasional escarpment or crevasse created by the Great Earthquakes. Most other roads are dirt trails winding through the mountains, hills, and forests. While private highways do exist in rich principalities, these are rare and heavily patrolled; they allow rapid travel for both friend and foe.

The Lands of Mehrikah

Flora and Fauna

The Middle Kingdoms are rich in pastureland. Herd **animals** of all types can be found grazing in the hills. Hunting and hawking are favorite pastimes among the nobility and wild game abounds. The most dangerous creatures found in the Middle Kingdoms are the shaggy-bull and the treecat.



Psionics

Though some 60% of the burkers are capable of learning **mindspeak**, few do; the Sword Council (see below) views it as dishonorable and unchivalrous witchcraft. A warrior found to possess more unusual psi abilities — such as far-gathering or illusion — would face “excommunication” from the Sword Cult, losing all **rank** and status. He might even be branded a witch or outcast if he used psi powers against a Sword Brother.

Society

The social levels in the Middle Kingdoms are King or Prince (Status 7); Archduke, Grand-duke, or *Mahrk*/Marquis (7); Duke or Earl (6); Baron or Count (5); Baronet (4); governor (3); knight or mayor (2); craftsman, merchant, or military captain (1); commonborn or freefighter (0); bondsman or indentured servant (-1); beggar (-2); **serf** (-3); criminal, outcast, slave, or “witch” (-4). A prince may be a ruler, or heir-apparent to a kingdom; though possessing the same status as his king, he will defer in the royal presence.

Even though many Middle Kingdoms demesnes consider themselves at least semi-independent, each has ties to one of the “Big Three” — Eeree, Harzburk, or Pitzburk.

Craftsmanship, especially armoury, is highly respected in the Middle Kingdoms. The burk-folk are as skilled with their hands as they are warlike.

The Law

The burk-lord’s word, **so** long as it does not contradict a Sword Edict (see below), is law. Major offenses, such as treason, murder, assassination, or breaches of Sword Edicts, are usually handled with a headman’s axe or the impalement stake. Fines and public floggings are common for minor offenses.

The only trial is an audience with the lord or his representative. The judge’s opinion weighs much more heavily than any legal precedent. Often the fastest talker wins out. Disputes between realms are handled by the Sword Council — or, more likely, by war. Crimes in the Middle Kingdoms include:

Assassination: Murdering a noble or public figure. Punished by slow, public torture.

Assault: Attacking another without justifiable provocation. Punishments vary; enslavement is common.

False Representation: Falsely displaying the arms or devices of a Noble **House**, or impersonating the same; masquerading as a member of the Sword Cult. Flogging is a usual penalty.

Major Theft: Stealing anything worth more than \$300 in value; nonpayment of a debt worth the same; using weaponry in the commission of **any** theft. Usually punished by enslavement or loss of a hand; sometimes the sharp stake.

Murder: Deliberate slaying of any human being. Self-defense or great justifiable cause are defenses. Slayings in drunken brawls and so on generally get lighter sentences. Slayings in properly administered duels are not considered murder. Murder is punished by the blunt stake.

Poisoning: Using poison either in food or drink or on a blade. Possession of poison is considered proof of intent to **use** it. Always punished by impalement on a blunt stake.

Petty Theft: Stealing anything of up to \$300 in value; nonpayment of a debt up to this same amount. Armed robbery is considered a Major Theft, even if less than \$300 is taken. Punished by flogging.

Rape: Sexual assault. Punished by flogging, appropriate maiming, or death, depending on the relative stations of attacker and victim.

Treason: Conspiring to overthrow or murder a noble or one's liege. Punished by hanging, at best.

Waste: Damaging or destroying — by accident or intentionally — the property of another. Usually the offender must make restitution; if he cannot, he is enslaved.

Slavery

Recalcitrants, prisoners of war, enemies of the state, and debtors are all put to **use** by those nobles who can afford them. A healthy slave *can* be expected to bring about \$300 on the auction block. Most slaves can be freed by their owner at any time; only in the case of dangerous prisoners is this prohibited.

"Indenturing" is a special form of slavery wherein the indentured individual remains the property of his owner for a specific period of time in exchange for some sort of remuneration — be it training as an apprentice, money, or bloodprice.



Races

The dominant race in this territory is Middle Kingdoms Mehrikan or "burker" (p. 51). Mountaineers inhabit certain western areas, as do many Kindred, Ehleen, and Mountaineer half-breeds.

Military and Warfare

Every demesne in the Middle Kingdoms keeps a standing army, supplemented by spear-levies and Freefighter condottas when necessary. Since warfare in the Middle Kingdoms is a way of life — both sport and religion — their military units are the best in Mehrikah, sought by every civilized nation on the east coast. Prior to the coming of the Horseclans, the bulk of the Kehnooryos Ehlahs armies were made up of Middle Kingdoms Freefighters contracted by the High Lord.

Warfare in the Middle Kingdoms is regulated by a sophisticated code called the "Sword Council Edicts" (*see* below). Since nine out of every ten men in the Middle Kingdoms are members of the Sword Cult — of which the Council is the administrative body — the Council's decrees carry great weight.

Military Rank in the Middle Kingdoms is very important and often carries the same status in civilian life. The ranks used in the Middle Kingdoms are General (7); Colonel (6); Major (5); Captain (4); Lieutenant (3); Sergeant (2); Corporal (1); Private (0). A ruling noble is considered **Rank 8**.

When randomly determining troop qualities, Middle Kingdoms units, other than light or irregular infantry, have their quality increased by 1.

Freefighters

This is the general term for mercenary units, the best and most trustworthy of which are of Middle Kingdoms origin. For the younger son of a burker noble, joining (or raising) a Freefighter condotta is the preferred career, offering honor, prestige, and constant battle.

Freefighter companies may be of any size, from a small group of leaderless equals, up to a group of 200 to 500, organized as a military company under the command of a captain. **Larger** units are often available for hire, but rather than being Freefighters, they are usually regular army units from a Middle Kingdom in need of cash or favors.

Religion

The inhabitants of the Middle Kingdoms worship the Encompassing One (p. 74) in two forms. Women revere the Blue Lady; men revere Steel. This is the Sword Cult, which controls warfare, and therefore controls the Middle Kingdoms.

Sword Brother. Any member of the Sword Cult is considered a Sword Brother or Initiate of the Sword. Sword Brothers, even sworn foes, treat each other honorably. The rites of initiation include secret and complex handclaps, signs, and education in customs, usages, and rules. (4/139)

Any noble burker will be an initiate, as will most fighters of lesser status. Even a bandit may be an initiate, honoring the Sword Edicts even as he defies his legal lord. For a non-burker to be offered initiation is a great honor.

Sword Council. This is the administrative body of the Sword Cult. It consists of several noble Initiates who meet periodically to discuss Cult business — including the passing of new edicts and judgment of those accused of breaking them. A tribunal can be assigned to mete out justice for various infractions, but major breaches are usually discussed by the entire Council.

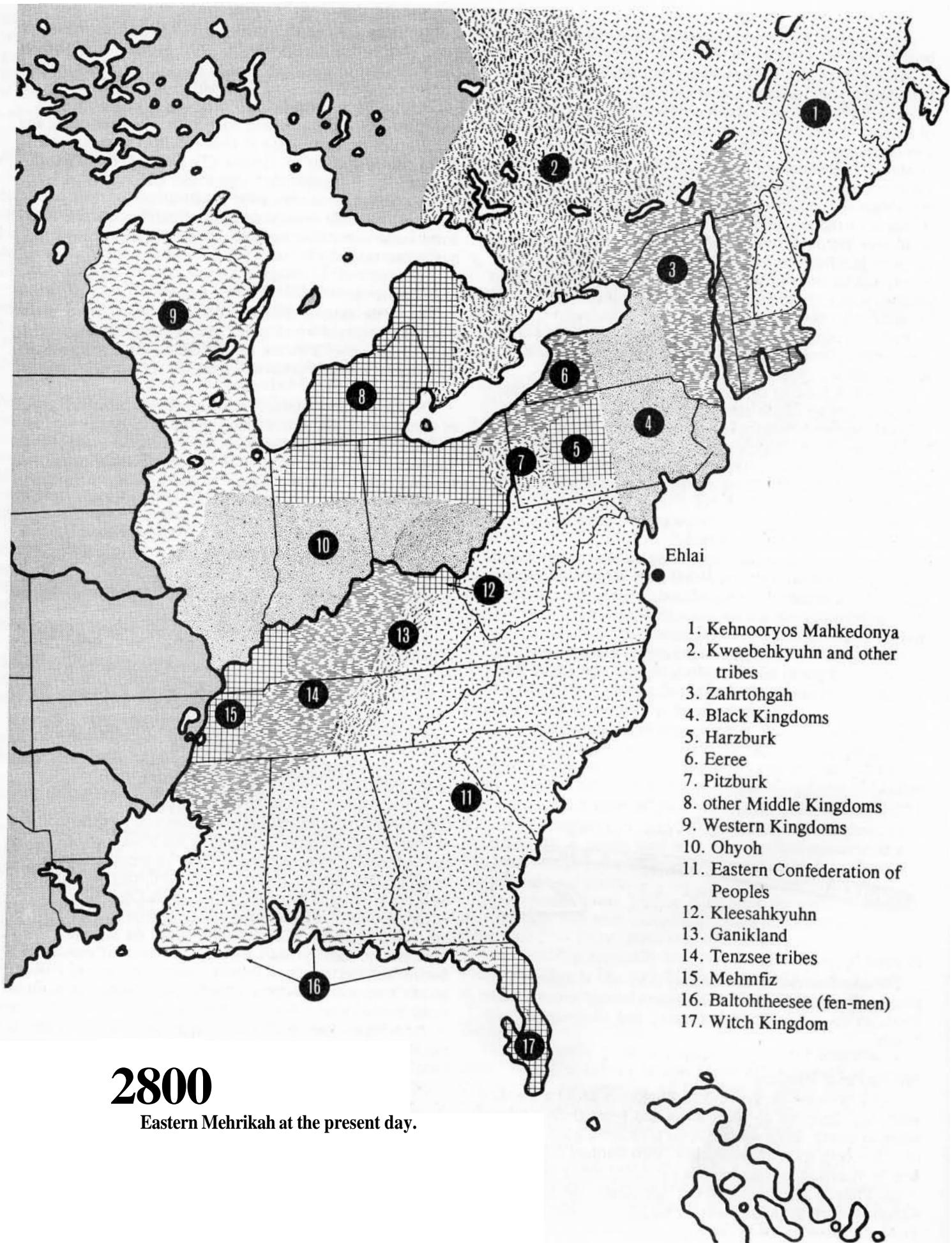
Sword Oath. This is a sacred vow, sworn on one's own weapon (not necessarily a sword; Bili swore on his axe). Oath-breakers are harshly dealt with by the Sword Council, so a Sword Oath can usually be trusted. Sword-truce is a truce sworn on one's weapon; to violate it is unthinkable. When commanders swear sword-truce, it binds all they command.

Swordright. This is the victor's right to the spoils of war. It can also refer to the outcome of a duel which settles a dispute between Sword Brothers.

Sword Council Edicts

To prevent larger and stronger demesnes from destroying the smaller ones, the Sword Cult enforces certain chivalric rules and usages of war — called the Sword Council Edicts.

As described by a noble Initiate: "What it boils down to is this: a smaller state may attack a larger, but a larger state may not attack a smaller except in retaliation for overt attack . . . A



2800

Eastern Mehrikah at the present day.

1. Kehnooryos Mahkedonya
2. Kweebekhyuhn and other tribes
3. Zahrtoghah
4. Black Kingdoms
5. Harzburk
6. Eeree
7. Pitzburk
8. other Middle Kingdoms
9. Western Kingdoms
10. Ohyoh
11. Eastern Confederation of Peoples
12. Kleesahkyuhn
13. Ganikland
14. Tenzsee tribes
15. Mehmfiz
16. Baltothheesee (fen-men)
17. Witch Kingdom

smaller state may enter into compact with one or more others of comparable size to attack a larger . . . but if they lose, then all of them are open to attack by the state they attacked. But should a larger state attack a smaller, unprovoked . . . things will get rather sticky for him in rather short order.

"It may start even before he attacks, for when his intent is obvious all Initiates (which will include his vassals, and most or all of his Freefighters) are bound by Sword Oath to desert him. If his force contains enough non-initiates and oath-breakers for him to actually launch an attack, then he is certainly dead and his dynasty as well, probably. All surrounding states, large and small, will march against him. His lands and titles will be forfeited to the ruler he attacked. If he fails to die in battle, then he will be hauled before a tribunal of the [Sword Cult], who will decide the manner of his execution. Likewise, all other oath-breakers in his service. Non-initiates are not subject to [Sword Cult] discipline." (2/171-172)

Middle Kingdoms Gazetteer

Because travelers (and copy editors) often have problems with the harsh Middle Kingdom accent, variant spellings for many names are found in the annals of the Horseclans; some of these are noted below.

- Awstburk* (Baronetcy) — (6/116)
- Balzburk* (Barony) — located in the western mountains. (6/50, 81)
- Behreezburk* (Earldom) — spelled "Behreesburk" at 3/4. (4/17, 75)
- Bethlem* (Grand Duchy) — Bethlemburk; (1/181)
- Bloozburk* — (5/134)
- Buhnkuhburk*
- Butzburk*
- Dawfuhnburk* (Earldom) — (3/26)
- Eeree* (Republic) — ~~was~~ originally a Kingdom; located northwest of Kuhmbuhluhn (as opposed to "New Kuhmbuhluhn"). (1/174)
- Eereeburk* — (2/160)
- Fanduhsburk* — (714)
- Frahstburk* (Mahrk) — (1/174)
- Fredrik* — (1/179)
- Gainzburk* (County) — (8/86)
- Geerzburk* (County) — (7/24)
- Getzburk* (County) — Colors are lavender and silver. (2/158, 4/75)
- Haigehzburk* — Capital of Kuhmbuhluhn; spelled "Haiguhsburk" at 2/158 and "Haiguhsburk" at 2/168.
- Harzburk* (Kingdom) — a northern state. (1/181)
- Hwahlburk* (Duchy) — (6/39)
- Hwehlzburk* — (4/8)
- Indersburk* — (3/27)
- Kahlinzburk* — (6/88)
- Kahrubuhnburk* — (4/8)
- Keelzburk* (County) — (6/80)
- Klahkspolis* — (2/158)
- Klahkzburk* (Duchy) — spelled "Klahksburk" at 3/45. (3/112)
- Klarksburk* (Duchy) — Its seemingly invincible pikemen were defeated by innovative tactics employed by the Duke of Zunburk. (3/45, 10/140)
- Kluhmbuhzburk* (Grand Duchy) — overlord was the King of Ohyoh. (12/181)
- Kohlzburk* (County) — (6/54)
- Koolezburk* — (317)
- Krahkitburk* — (6/27)

Kuhmbuhluhn (Grand Duchy) — Spelled "Kuhmbrulun" at 1/172, "Kuhmbuhluhn" at 2/108, 160 and "Cumbuhluhn" at FH/168. (2/39, 8/109)

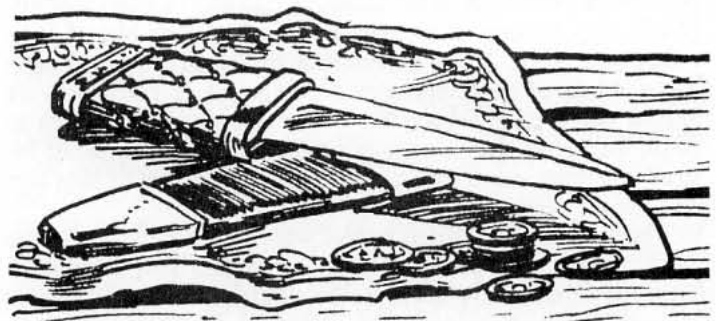
- Kuhmbuhluhnburk* — city in Kuhmbuhluhn. (2/34)
- Lainzburk* — (4/105)
- Libberyburk* — (7/114)
- Looezfilburk* — (7/4)
- Mahrtuhnburk* (County) — (2139; spelled "Mahrtuhnzburk" at 2/168)
- New Filburk* — a port on the Eastern Ocean. (6/81)
- Nohtopolisburk* — in northern Kuhmbuhluhn, marks most northern edge of the Confederation. (6/21)
- Pahkuhzburk* (Earldom) — (4/16)
- Pahtzburk* (County) — (4/8; Duchy at 1/181)
- Parkzburk* (County) — (6/46)
- Pehnduhgastburk* — (4/137)
- Pitzburk* (Kingdom) — a northern demesne; City of Steel is its capital. (1/181, 4/8)
- Pruhzburk* (County) — (8/149)
- Rahbzburk* (Duchy) — (3/3, 6/56)
- Rahdburk* — (2/18)
- Rahmneesburk* (Mahrk)
- Ransuhnburk* (Mahrk)
- Redn* — (1/176)
- Rehdzburk* (County) — (12/180)
- Ritchmuhnd* — (FH/80)
- Salzburk* — (2/39)
- Szunburk* — a northern state; sometimes called Zunburk. (2/49)
- Tchaimbuhzburk* (Duchy) — (2/158, 3/11)
- Tchehsheerportburk* — (7/25)
- Tehrawt* (Grand Duchy) — Tebrawtburk is capital. (7/113)
- Tuhseemahrk* (Mahrk) — called "Tuhseezburmahrk" at 3/11; borders Kuhmbuhluhn; joins Confederation in 2630s (2/169, 6/44)
- Vaizburk* (Duchy) — (6/52)
- Vincetburk* (Duchy) — (FH/31)
- York* (Duchy) — (7/212)
- Yorkburk* (County) — Colors are orange and blue. (2/158, 4/98, 8/106)
- Zunburk* (Duchy) — County at 1/181. (3/8; 4/8)

Languages

Burkers speak the slightly nasal, harshly slurred dialect called Middle Kingdoms Mehrikan. Trade Mehrikan is fairly common, as are the languages of neighboring nations.

Coinage

The Middle Kingdoms mint the silver *dollar* and gold *crown*. The dollar is worth about the same as a U.S. dollar circa 1987. A Harzburk crown is minted from an alloy of gold and lead and is worth \$5; a Pitzburk crown is pure gold and is worth \$10.



Adventures in the Middle Kingdoms

Courtly Intrigue. Not all wars are conducted on the battlefield; many are won by spies, diplomats, and well-placed assassins. The penalty for being captured is a slow death, but the rewards can be great.

Fueling the Rebellion. When the House of Blawmuh — rulers of Harzburg c. 2640 — would not cooperate with the plans of the Undying High Lord of the Confederation, Milo Morai, the High Lord secretly provided funds to Archduke Mahrtn so that he could conquer Harzburg for himself. The monies were transferred by couriers who traveled incognito through often dangerous lands.

Money-Fighters. With a constant state of war existing in the Middle Kingdoms there is always a call for Freefighter condottas looking to hire out for a campaign or two.

Nameless Wilderness (Kahnahdah)

This land stretches from the Eastern Ocean to the Western Ocean to the north of the freshwater Sea of Eeree. Originally, the Skohshuns (below) inhabited the eastern part of these lands. Also, two strong tribes, the Kweebai and the Nyahgrallee, dwell here, north and west of Eeree. (3/57)



(Kingdom of) New Kuhmbuhlunn

See *Kleesahkyuhn*, p. 28.

(Kingdom of) Ohyoh

This loosely-knit “kingdom” claims the width and breadth of the Ohyoh River Valley and beyond, following the course of the Ohyoh River and of the Great River (the Mizipi). While its interior inhabitants are generally unfriendly mountaineers and Dirtmen, the trade centers situated along the banks of the two mighty rivers are much more civilized. All trade along the rivers has been governed since time immemorial by the Council of Merchant-Lords. (7/26)

The most notable states within the Kingdom of Ohyoh include the Grand Duchy of Ehvinzburkport (7/167); the Duchy of Twocityport (also known as “Tworivercity” and “Tworivertown”); the Duchy of Tradersport (7/31) — which sits opposite Twocityport, on the west bank of the Mizipi; the Duchy of Maryuhnburk (7/234); the County of Kairoh; and the City Republic of Pahdookahport (7/19, 22) — a client-state of Twocityport in all save name. Most of these domains are engaged in constant wars against one another. When the Horseclans marched through in 2578, the nobles failed to unite against the common threat; instead one duke attempted to use the Horseclansmen to help him conquer his neighbors.

The only time the Ohyoh nobles were able to unite was in the early 2700s. They set aside their differences long enough to drive the Skohshuns — invaders from the north — into the lands claimed by New Kuhmbuhlunn. (8/181)

The Lands of Mehrikah

Pahlyos Ehlahs

This was one of the homelands of the fierce and warlike Hellenoi — ancestors of all the mainland and Sea Isle Ehleenees in Mehrikah — who invaded and conquered much of the east coast of Mehrikah in 2218. The Ehleens still have ties with this land and occasionally travel to and from it. In the twentieth century, it was called Greece. (1/122, 2/165, 6/103, 176)

Peru

Though this country is not mentioned by name, one of its cities, Callao, is. Milo Morai arrived in the Four Mehikos at Mazatlan, by way of a merchant ship, from this ancient port, “far to the south.” (1/1)

(Kingdom of) Pitzburk

One of the three most powerful Middle Kingdoms, Pitzburk is located just south of Eeree and west of Harzburg. It has a reputation for fairer coinage and better rule than does Harzburg, and is Harzburg’s deadly rival. Its colors are blue and orange. (See *Middle Kingdom*, above.)

Sea Isles (or Pirate Isles)

This domain lies off the eastern coast of Mehrikah, on the islands of Bermuda. During the time of the Great Earthquakes, the land actually rose, enlarging the islands. Shortly thereafter, they were settled by the losers of an Ehleen civil war. The first few generations farmed; their children were fishermen, sailors, and pirates. Over time, a tough, egalitarian society developed; the Sea Lord was the nominal owner of the islands, but captains owned their ships and there were no slaves. The decadence typical of southern Ehleen nobility was despised on the Sea Islands.

Not long after the defeat of King Zastros’ forces in 2630, the Sea Islands joined the Confederation and became its naval arm in the Eastern Ocean and Gulf of Mehiko.

Kehnoryos Knossos is the major port and capital of the Sea Isles, and is governed by the Council of Captains and the Sea Lord. It is surrounded by a treacherously narrow channel, protected by mindspeaking orks (orcas — see p. 92) and grampuses, which requires an experienced guide to navigate.

The symbol of the Sea Isles is three leaping Orks. These fierce creatures were first mindspoken by Djahn Krooguh (an escaped slave, survivor of his clan’s destruction by the Ehleens) who eventually rose to become Lord of the Sea Isles.



Sea of Grass

See *Horseclans Territory*, p. 20.

Skohshun Confederation

The Skohshuns are descendants of **Kahnahdyuhn** survivors of the Two-Day War — primarily from the 20th-century province of Nova Scotia. They were driven **out** of their original home by the Ehleen invaders who founded **Kehnooryos Mahkedohnya**.

After that, the Skohshuns had no permanent home. Their wanderings took them between the two Inland **Seas** and into the Western Kingdoms area. In the **2600s**, the Skohshuns moved south into the Kingdom of Ohyoh, conquering and looting every domain they crossed, but never settling for any length of time. Around 2650, a nation called the Sinsnatyers put up such a fierce resistance that the Skohshuns were forced to destroy them **entirely**. (10/24)

In the late 2700s, the Ohyohers harassed the Skohshuns out of the Ohyoh River Valley and into New **Kuhmbuhlunh**. After a series of battles in which both Witchmen and Confederation forces intervened, the Skohshuns and New **Kuhmbuhlunners** made peace and formed the Aristocratic Republic of **Kleesahkyuhn** (p. 28) in 2722.

Society

The hereditary **social** levels of the Skohshun Confederation include Earl (Social Rank 6); Knight (**3**); and commoner (0). The Skohshuns, always migrating and invading, have a thoroughly militaristic culture. Their military **ranks** are General **or** Brigadier General (8); Colonel (7); Major (6); Captain (**5**); Subaltern (**4**); Ensign (3); Sergeant (2); Corporal (**1**); Private (0).

Races

The Skohshuns are a thoroughly hybridized race. A Skohshun character might resemble any of the northern Mehrikan races, **or** a combination of several.

Military and Warfare

Warfare is the natural state for the Skohshuns. Not only are they brave, disciplined fighters, but their leaders usually possess high Strategy and Diplomacy skills. They are quick to perceive and exploit weakness, just as they took advantage of the New **Kuhmbuhlunners**' fanatic chivalry to set battle rules favorable to themselves. They possess few troops other than heavy cavalry, light infantry and pikemen; their combat engineers are skilled.

Southern Kingdom/ Southern Consolidated Duchies

This huge, wealthy area takes in the southeastern quarter of the continent. The symbol of the Southern Kingdom was the Green Dragon. The emblem of the Southern Consolidated Duchies, under the Confederation, is a bronze ram's head.

History

When the Hellenoi wrested control from the fragmented tribes of Mehrikan natives, this area was part of a single Kingdom called **Kehnooryos Ehlahs** (see p. **23**). After the Great Earthquake, it declared itself a separate nation — the Kingdom of the Southern Ehleenoe.

For centuries, the Southern Kingdom remained the largest and most powerful of the Ehleen nations. However, by 2623, the senility and despotism of King Hyamos had grown so intolerable that **Thoheeks** Zastros Zladinos led a revolt. When the two met **on** the battlefield near **Ahrbahkootchee**, in 2625, the rebels were

smashed. **Zastros** was forced to flee into the Great Southern Swamp wherein lay the Witch Kingdom.

But rebellions continued. The year after **Ahrbahkootchee**, King Hyamos died. Almost immediately, his son and successor, along with his entire family, committed mass suicide, leaving **no** direct-line heirs to the throne. The strange multiple suicide was often questioned, but never explained.

In the three chaotic years that followed, the Southern Kingdom dissolved into a hodgepodge of warring statelets. Civil war raged until Zastros returned from the Witch Kingdom with a modest army and a witch-woman wife. By 2630, Zastros had reconquered all of the Southern Kingdom — with the exception of those lands taken by the northern mountaineers during Hyamos' reign — and declared himself "High **King** of the Southern Ehleenoe." He announced his intention to invade the Kingdom of Karaleenos while that land was occupied with a war against **Kehnooryos Ehlahs**.

When its **armies** were defeated by allied forces under the leadership of Milo Morai, the Southern Kingdom joined the Confederation. The Kingdom was officially renamed "the Southern Consolidated **Thoheekseeahnee** of the Confederation" — though most use either "the Southern Consolidated Duchies" **or** "Associated Duchies" for short. Within a year, the Council had managed to fill twenty of the thirty-three ducal seats and restore order to a little over two-thirds of the former Southern Kingdom.

In 2635, the mountain barbarians of the northwest invaded the Southern Consolidated Duchies. Not only did the Confederation Army drive the mountaineers **out**, it also reclaimed the lands **lost** during the reign of King Hyamos and intimidated nine mountaineer chiefs into signing trade and non-aggression pacts.

One year later, all thirty-three seats **on** the Council of the Confederated **Thoheekseeahnee** were finally filled; the slow rebuilding process was nearing completion.

The Council of Thoheeksee

The true authority over the Southern Kingdom (and later the Associated Duchies) resides not with the king, but with a Council of thirty-three **thoheeksee** — including the king (Southern Kingdom) **or** elected chairman (Associated Duchies). In major matters, each member has one vote; a two-thirds majority rules. Affairs of lesser import can be approved by half the Council, plus one vote, and the dukes may vote by proxy. A few dukes have two or three votes; these double and triple duchies were created **long** ago by marriages between noble houses, **amalgamating** the lands they ruled.

The Thoheekseeahn Councils

These Councils function in a manner similar to the Council of **Thoheeksee**, but within individual duchies, with minor nobles having a voting strength relative to their wealth. To determine the number of votes held by a particular noble, subtract two from his Social Status — the **thoheeks** would therefore have five votes, an **ahrkeekomees** would have four, and **so on**.

Geography

The Southern Kingdom (and later the Southern Consolidated Duchies) consists of the land between the King of Rivers to the west, to the **salt** fens on the coast of the Eastern Ocean; and from the Iron Mountains in the north to the Great Southern Swamp. A Royal Road connects many of the far-flung duchies. Many cities, **both** open and walled, are located along this traderoad. A number of port cities have been founded, despite the still-rising waterline, along the Eastern Ocean and New Gulf coasts.

The swamps to the south are guarded by the high-technology "magic" of the Witch Kingdom. This has led to the inhabitants of the southern duchies being firmly convinced that monsters inhabit the Great Southern Swamps.

Flora and Fauna

Those low-lying areas which were not poisoned by the salt tsunami of the Great Earthquakes are as fertile as they were prior to the Two-Day War. All manner of vegetables, fruits, grapes, grains, and cotton are raised, as are herd animals of all varieties — including the huge *elafahsee* or "eluhfuhnts."

In the mountains, dangerous animals such as bears, wildcats, treecats (mountain lions), and feral goats are common. The plains teem with wild herd animals, weasels, boars, skunks, masterless dogs, and small game. The swamps hold man-eating *krokothehliohsee* (crocodiles) and poisonous watersnakes — along with less dangerous creatures such as swamp rabbits, muskrats, otters, and beavers.

Psionics

Southern Kingdom: The use of psionic abilities has been brutally suppressed by the Ehleen Church. As a result, only about two percent of the Ehleen population have any such talents.

Southern Consolidated Duchies: With the addition of new blood in the form of migrating Horseclansmen, mountaineers, and burkers, this rate increased to around 60 percent by 2800.

Gazetteer

Ahrbakkootchee — (2/102)

Ahndropolis — ducal seat of Ahndros. (16/57)

Ahndros (Thoheeksee) — principal exports are maize, wheat, tree fruit, cider (and vinegar), swine, cheese, cotton, cottonseed oil, and freshwater pearls. (16/57-58)

Apahtahpolis — (16/127)

Bahltooskeera (Eeyehgeestan — Triple Duchy) — adjoined the former royal lands of the Southern Kingdom. (16/179)

Dahnpolis (Opokomeeseeahn) — (16/70)

Death Swamp — the fenlands separating the Witch Kingdom from the Southern Kingdom. (See map.)

Eastern Ocean — ocean on the eastern coast of the Southern Kingdom.

Eepseelospolis — became the ducal seat for Mehseepolis when the Council of *Thoheeksee* took over the previous ducal seat in 2630 A.D. (2/127)

Ehlahkahnoskeera (Opokomeeseeahn) — (16/133)

Ehlehfuhntpolis — (6/78)



Ehpohrispolis (Thoeksee) — (2/135)

Elsahpolis — (16/97)

Hwailehpolis — (16/98)

Ippohskeera (Vahrohnoseahn) — (16/131)

Ippohspolis — city within Ippohskeera. (16/137)

Iron Mountains (triple duchy) — located in the northern mountains of the Southern Kingdom. Breeds war-elephants. (2/104, 16/22)

Kahktoskeera (Vahrohnoseahn) — (16/145)

Kahlkopolis — ducal city within Kahlkos — (16/118)

Kahlkos (Thoeksee) — (16/118)

Kahproskeera (Thoekseeahn) — (16/209)

Kehnooryopolis (Vahrohnoseahn) — (2/127)

King of Rivers — the Mizipi, which empties into the River-sea. (2/104)

Kuzawahrchee River — traditional border between Southern Kingdom and Karaleenos.

Lohfospolis (Vahrohnoseahn) — (2/127, 16/11)

Lootrah River — borders *Thoekseeahn* Kahlkos. (16/145)

Makopolis (Thoeksee) — (16/112)

Meelohnhohra (triple duchy) — the source of most of the Southern Kingdom's war-elephants; ruled by the House of Epithiseesos. (16/32, 47)

Mehsepolis (Thoeksee) — a double duchy) — The Council of *Thoeksee* runs the Southern Duchies from this duchy. Formerly the ducal seat. (2/127, 16/11)

Neeahseopolis — a great port just north of the Death Swamp. (2/28)

New Gulf — also known as the Great Inland Sea (6/136), located southwest of the Consolidated Southern Duchies. (16/22)

Ocean River — a large river in the western frontiers of the Southern Kingdom. (2/28)

Pahtahtahskeera (Komeeseahn) — (16/177)

Pahtahrahspolis — a city within Pahtahtahskeera. (16/181)

Pleenopolis (Vahrohnoseahn) — (16/212)

River-Sea — Leads to the New Gulf waters to its south. (6/21)

Sabahnahpolis — a middle-sized garrison town, a trading post just inland from the swamps. Royal Governor presides over it. (2/26)

Sahvahnahs — (8/52)

Seetheerospolis — located in the Iron Mountains. (2/104)

Techehrohkeespolis — (2/97)

Thrahkohnpolis — ancient royal palace of Southern Kingdom. (16/33)

Yahlee River — (16/85)

Yoyooliahnskeera (Thoeksee) — near Iron Mountain. (16/200)

Languages

The primary languages of the Southern Kingdom (and later the Associated Duchies) are Southern Ehleeneekos, Southeastern Mehrikan, and some Trade Mehrikan. Traditionally, all government documents are kept in Old Ehleeneekos. In the swamplands, the fen-folk speak Baltohthees. In the mountain regions of the north, the Ahrmehnee speak Hahyahs.



Currency

The Southern Kingdom uses the **same** style of coinage as Karaleenos; the Associated Duchies use Confederation-style coinage, including gold. However, for the first few years of the reconstruction, precious metals are worth two to five times their usual value in the battered lands.

Society

Southern Kingdom: The society of the Southern Kingdom is derived from its parent nation, Kehnooryos Ehlahs. The ultimate authority in the Southern Kingdom resides with the King (Status 7). Under him are *Thoekes* — including those governing double or triple *thoekseeahn* (6); *Ahrkeekomees* or *strahteegos* (5); *Komees* or *vahrohnos* (4); *Mahrkeeseehs* (mark-lord), *opokomees*, or *vahrohneekos* (3); city-lord and belted knight (2); commonborn *kath'ahrohs*, craftsman, merchant, or military *lohkagos* (1); commonborn (0); servant (-1); beggar (-2); bandit, slave, or thief (-3).

Confederation: Like other Confederation lands, hut more decentralized and bureaucratic, reflecting the Southern Kingdom traditions — see *The ntoekseeahn Councils*, above.

Slavery

Slavery is still legal in the Southern Duchies — if the slave is properly registered and taxed. Slavers have the choice of going “legit” and paying their taxes, or being declared criminal.

The Law

In most instances, the laws of the Southern Kingdom (and later on, the Associated Duchies) resemble those of Kehnooryos Ehlahs. However, **all** major crimes — treason, assassination, and so on — are tried before the Council of *Thoeksee*.

Races

Southern Kingdom: The major race is the Ehleenee. Of these, only about two percent are actually *kath'ahrohs*; the others are mixed-blood Ehleens and Mehrikan natives. The aboriginal *baltohthees* live in fens scattered along the coasts. In the northern mountains, various Mountain Mehrikan tribes prey upon the northern duchies, extracting revenge for their ancestors who once owned the land.

Other races are also found in the Southern Kingdom, but most are transient mercenaries from the Middle Kingdoms and the Ohyoh mountain regions — predominantly Kweebekyuhn (or “Kweebai”).

Southern Consolidated Duchies: After joining the Confederation, the Associated Duchies saw a great influx of races: settlers, soldiers, and diplomats. By 2650, there are many Kindred and Burkers, and a sprinkling of Zahrtohgahns.

Military and Warfare

The military **ranks** of the Southern Kingdom/Consolidated Duchies are the same as those of Karaleenos (p. 23).

Southern Kingdom: The king controls an Eastern Fleet (operating in the Eastern Ocean) and a Western Fleet (stationed in the New Gulf), but the only “national” army he can field is one marshalled from his own *thoekseeahn*, plus those few troops supplied by each member of the Council. Fewer armored war-carts are used than in either Kehnooryos Ehlahs or Karaleenos. But it is the only demesne of Mehrikan to employ war elephants.

Consolidated Duchies: When the Southern Kingdom joined the Confederation, chariots were phased out in favor of conventional foot and mounted units. But elephants were still employed — more effectively, in fact, due to mindspeaking trainers of

Kindred blood. Use Confederation Army troop types and organization @. 18) for “modern” Associated Duchies forces.

Religion

The Southern Kingdom followed the “Ancient Faith” (p. 22). However, churchmen there had overstepped their bounds far sooner than did those of Karaleenos, and the Council of *Thoheeksee* confiscated much of its land and property in 2531. Many church officials tried to profit from the civil wars. When Milos suppressed the Faith in 2634, there was comparatively little opposition from the south.

Adventures in the South

The Political Arena. The life of a career bureaucrat during the years of civil unrest was fraught with danger: public duels, retribution from defeated opponents (or their next of kin), assassination attempts, and death-threats.

Reconstruction. After the defeat of the Southern Kingdom army and the formation of the Associated Duchies, the land abounded with deserters, would-be usurpers to ducal lands, brigands, and the like. The Confederation Army undertook several years of campaigning, with “police” actions, real battles, interdictions, sieges, squatter evictions, and tax collection.

High Seas. The Southern Kingdom maintained a fleet on each of its coasts. The Eastern Fleet often faced the Sea Isle pirates, while the Western Fleet harried freebooters operating out of the New Gulf waters. During the reconstruction of the Associated Duchies, the south and west coastal areas saw a dramatic increase in the frequency and size of non-Ehleen raiding parties.

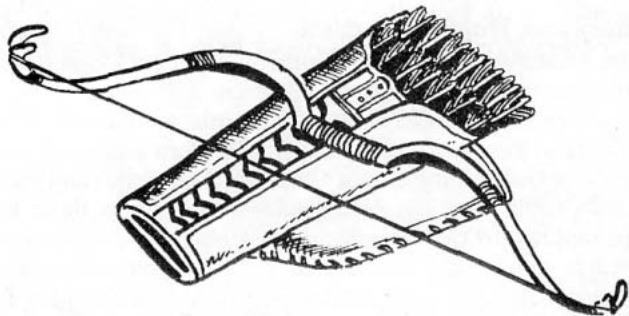
Tenzsee

When the usurper Djoolyuhn took the Kingdom of Mehmfiz by force in 2578, he rewarded the mountaineer tribes who helped him gain the throne by granting them huge parcels of land. The Tenzsee kingdoms are governed by the three paramount chiefs of the Ahthinz, Nahkszfil, and Tchatnooga tribes. Each of these has a number of smaller tribes affiliated with it.

The Tenzsee **men** were an occasional target of Ahrmehnee raiding, and raided the Southern Kingdom in their turn, until shrewd Ehleen diplomacy in the 2610s allied them with the South to deliver a painful rebuke to the mountain raiders.

The Tchatnooga Tribe’s hold is in *Kleevluhnd*, “smack dab in the middle of the ruins of a big city of the old times” — Cleveland, Tennessee, just outside Chattanooga. (16/197)

The tribes of Tenzsee **speak** their own soft, slurred dialect of Mountain Mehrikan. Their marriage rites are described at 16/194-195.



Thehsis Mountains

These mountains are just west of Theesopolis — hence their name — and form part of the natural western border of Keh-

nooryos Ehlahs and Karaleenos. In these mountains is the “Gap-of-Burning-Men” (Buffalo Gap) where the **Horseclans** slaughtered a large contingent of Kehnooryos **Ehlahs’** army on their way to the Sacred Sea. (1/69-72)

(Sultanate of) Turkey

A strong maritime nation. In the late 22nd century, a powerful sultan responded to Greek piracy by sending his navy, first to sweep the pirates from the **sea**, and then to raid the Greek homeland. Thus, the original Ehleen invaders of Mehrikah were actually fleeing Turkish wrath.

Western Kingdoms

The Western Kingdoms lie to the west of the **Sea** of Eeree, running to the Sea of Grass, and south to the Ohyoh.

These demesnes are socially and politically like the Middle Kingdoms, but were never part of the old Kingdom of Harzburk, and contain no powers of the size of Eeree or Pitzburk. For this reason, and because they are far from Confederation lands, they are less well known. However, Confederation expansion is pushing toward these lands, and more contact is only a matter of time.

Since the Westerners follow the Sword Cult, condottas of Western Freefighters might be encountered, especially in the Western part of the Middle Kingdoms.

Witch Kingdom

This kingdom lies far to the south, beyond the Great Salt Fens bordering the Southern Associated Duchies. There in the swamps, guarded by high technology disguised as magic, hide the last remnants of the old United States . . . the Witchmen.

The Witchmen possess an artificial immortality, gained by stealing bodies through a mechanically-assisted process (seep. 82). But war and accidents have thinned their number to a few hundred. Though they have taught some of their minions to use twentieth-century technology, the Witchmen simply cannot accept anyone — even their own descendants — as equals. Only rarely over the centuries have they accepted an exceptional outsider as a recruit. Their leadership cadre slowly diminishes even as their schemes multiply.

History

In 2010, a mechanical process of mind transfer was perfected. Responding to public outcry, the U.S. government suppressed the technology, but its inventors continued their experiments at the J & R Kennedy Memorial Research Center, located in mid-Florida.

Scant years later, the Two-Day War began. The scientists of the Center sealed themselves inside. While the rest of the world collapsed, the Center remained isolated from the chaos.

In 2021, Center director Dr. David Sternheimer unsealed the Center and sent a task force to abduct plague-resistant, healthy young people — into which the Center’s personnel transferred their minds. Scientists and a few military men were also brought to the center and given new bodies. The directors believed that their goal — the re-establishment of the United States, governed by an immortal academic elite — justified **any** means.

By 2218, the Center dominated Florida and had begun to establish control over Georgia, when the Ehleen invasion began. The Center’s subjects welcomed the newcomers as liberators, joyfully turning on their overlords. The battered scientists

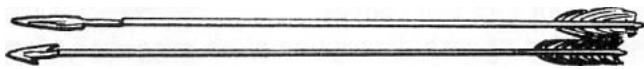
retreated to the fortresslike Center once again. It was during this time that the surrounding folk began calling them “Witchmen.”

Then, in 2341, the Great Earthquakes began. Almost all of Florida was lost beneath the waves, creating a vast salt swamp which completely encircled the Center. Over the next few centuries, several secondary bases were established on or near the coasts, but all except one — in Puerto Rico — were eventually lost to enemy action, quakes, or plague.

In 2568, the Witch Kingdom established relations with a tribe of mountain savages. Over several generations, the Witchmen taught the primitives how to build better lodging, grow better crops, and use high-tech devices; Broomtown Base was born.

The Broomtowners proved to have a high degree of intelligence, and the Director assigned their chief military expert, Jay Corbett, to whip them into a military force. Similar bases were set up in other areas, using Broomtown cadres. The folk of these towns may be considered equivalent to Broomtowners, though with less access to high technology.

Just as the Witchmen were ready to try yet another round of conquest, the Eastern Confederation became a power. Ever since then, the Witch Kingdom has been at odds with the Confederation, constantly scheming to bring about its downfall.



Geography

The J & R Kennedy Memorial Research Center is located in the middle of the Death Swamp. The heart of the Center is securely underground, though many buildings are visible on the surface.

Broomtown Base and Base Four (in Puerto Rico) are innocent-appearing but high-tech bases, with permanent shelters, vehicles, gas dumps, and so on.

Flora and Fauna

The swamps are not haunted, but they are very dangerous indeed. Reptiles, including crocodiles and poisonous snakes, are a great hazard. Small game is common; black bears are also found.

Psionics

Some Broomtowners have psi; certain Witchmen, taking psi-owning bodies, have made occasional use of psi talents. But the Witchmen have made only sporadic study, and little regular use, of “natural” psi abilities. There are two reasons for this blind spot. Witchmen, born in psi-blind bodies, do not easily adapt to psi use even when they steal psionic bodies (powers come with the body, but abilities must be learned from scratch). And many Center scientists, all evidence to the contrary, simply do not believe in psionics. They devote their research time to proving such abilities don’t really exist!

Society

Education is the sole basis for status within the Center. Promotion for non-academic reasons must be disguised as academic recognition. To be a member of the Board of Directors — which is chaired by Dr. Stemheimer — one must possess a Doctorate degree. The Board handles all planning for the Center.

The Law

The Center has many written regulations, but the Directors are the law. If there is a severe offense against the Center, they

set the punishment. For Broomtowners, justice will often involve being experimented on, flogging, maiming, or even death. For Center personnel — Witchmen — punishment will probably be mere loss of privilege, but might involve several years in diseased, pain-wracked bodies. . .

Slavery

Broomtowners are cannon-fodder, but not slaves. However, at Base Four in Puerto Rico, the Witchmen breed human “cattle” — strong, handsome, healthy bodies for their transfers.

Races

The only races inhabiting the Witch Kingdom are Witchmen and Broomtowners. Witchmen will often be found in Broomtown bodies (or those of any other people they are infiltrating at the time). Fen-folk infest the surrounding swamps, but know better than to molest the Witchmen.

Military and Warfare

Military rank is only important to the Broomtowners. The ranks used by the Broomtowners are Major (5); Captain (4); Lieutenant (3); Sergeant (2); Corporal (1); and Private (0). Any Witchman outranks any Broomtown, getting a +3 reaction (+4 for Directors or Witchmen military personnel).

Religion

The only “religion” of the Witchmen and Broomtowners is that of restoring Mehrikah to its former glory as the United States of America — under the Center’s control, of course.

Languages

The long-lived Witchmen have had the opportunity to learn all the dialects and tongues spoken in Mehrikah — though some haven’t bothered. Likewise, some Center personnel still speak 20th-century German, French, Spanish, etc. The dominant tongue is 20th-century American English (Ancient Mehrikan).

Adventures in the Witch Kingdom

Undying Search. The Witchmen are always seeking to improve their techniques of immortality; a top priority for the Center is to capture an Undying for testing. Broomtowners or even Witchmen might be sent to abduct a rumored new Undying, or even one of the High Lords or Ladies of the Confederation. Or Confederation characters might find a PC or Patron Undying the target of such an attempt.

Infiltration. The Confederation has long been the only block to the Center’s plans. The PCs are Witchmen (in stolen bodies), Broomtowners, Ehleen sympathizers, or dupes involved in yet another plan to overthrow the Undying High Lord Milo. Use of the mind-transfer ability (p. 82) will prove vital to the mission.

Yeespahneeah

See *Eespahnaheeah*, p. 19.

Yeetahleeah

Another foreign nation having a ready market for Mehrikan slaves. In the twentieth century, it was called Italy. (2/165)

Zahrtohgah

The chief among the Black Kingdoms (see p. 14). The Zahrtohgahn banner is green, with a white star and crescent.

3

HORSECLANS CHARACTERS

Ahnehnee Weapons and Armor

Most Ahnehnee use weapons only to hunt. Therefore, fine throwing sticks, hand darts, raider knives, and spears are extremely common (oddly, bows are rare) while swords, clubs, and axes are owned only by members of the war-band.

The Ahnehnee are famous for their strong, fine, lightweight mail armor (see *Armor*, p. 67) which is traditionally sewn into cloth. Raiders will also wear lighter (and quieter) armor such as cuirbouilli, leather, or cloth to preserve speed and surprise. Most warriors will use bucklers or target shields.

Ahnehnee Tribes

Ahnehnee tribes are all considered to be reasonably powerful Patrons (p. B17). The Thirteen Tribes of the Ahnehnee *Stahn* are Adaimyuhn, Ahrahkyuhn, Bahrohnyuhn, Behdrozyuhn, Gahrbehdyuhn, Grohseegyuhn, Kehrkohryuhn, Kohenyuhn, Mahsohnyuhn, Panosyuhn, Soor-mehlyuhn, Taishyuhn, and Vrainyuhn.

Other Ahnehnee tribes exist elsewhere in Mehrikah. Such “lost” tribes will be friendly to the Thirteen Tribes if encountered, once they identify one another.

Ahnehnee Names

Each Ahnehnee has a given name and a surname. Usually, but not always, the surname is the name of his tribe. It should be noted that a character can have a surname which is *not* one of the “Thirteen Tribes of the Ahnehnee *Stahn*” and still belong to the Thirteen Tribes (for instance, a character could be named “Grehguh Kohsteekyuhn” and still be a member of the Vrainyuhn tribe).

Male Ahnehnee names include Ahrszin, Bahgraht, Behdrozh, Bohgohs, Hahgohn, Hahkeeg, Hyk, Kehroon, Knahtcho, Kohg, Kohk, Mahrzbehd, Moorahd, Nee-shahn, Ruhpehn, Tahm, Toorkohm, **Vahk**, and **Vahrtahn**.

Female Ahnehnee names include those used by Moon Maidens (see sidebar, p. 52) as well as Djainoosh, Pehroosz, Sahrah, Shireen, Zahndrah, and Zehpoor.

Character Creation

PCs for the *Horseclans* world should be built on 100 character points. Depending on the campaign’s setting in time and place (see p. 9), certain races and/or peoples may be rare or even extinct. Check with your GM before choosing a people or race.

In the descriptions which follow, some races have *automatic* abilities and limitations which are considered “normal” for that race or people. All of these advantages and disadvantages are figured into the point cost for being a member of that race. The limitations and disadvantages given in the description do not count against the normal three disadvantage/40-point limit for a PC (see p. B19).

If it is a net *advantage* to belong to a race, a point cost is given in the heading. If it is a net *disadvantage* (as for Ganiks), a negative cost is given. A Ganik character, for instance, starts with a 45-point bonus.

The *Recommendations* section of each description gives *suggested* advantages, disadvantages, or skills, typical of members of the race.

All characters are created using the attribute table given in the Basic Set. When a description gives attribute bonuses and/or penalties, these modifiers affect the final attribute level, not the actual point cost.

Ahnehnee

0 points

The Ahnehnee are fierce, proud mountaineers, descendants of Armenian immigrants living on the east coast during the Time of the Gods. Their homeland is the Ahnehnee *Stahn* (p. 12).

Most Ahnehnee are swarthy and big-boned (+1 to ST, 1” taller than normal for their ST), with hawk noses. They generally have dark hair and eyes. They live in scattered villages, herding and hunting. Before joining the Eastern Confederation, the Ahnehnee often raided Karaleenos frontier duchies. However, their hard-learned lesson at Bloody Ford taught them to avoid open confrontations and depend on hit-and-run tactics.

Advantages and Disadvantages: An Ahnehnee PC has the disadvantage of *Gastophobia* (see p. 60). Ahnehnee will not fight or hunt on evenings when the moon is in the sky.

Recommendations: Most Ahnehnee are tremendously loyal to their tribal *stahn* — which might lead to having a *Patron* Tribe (see pp. B17-18 and *Ahnehnee Tribes* sidebar) and/or a *Duty*. **Some** will also have the disadvantages of *Bad Temper* or *Jealousy*. Suggested skills include *Area Knowledge* (p. 63), *Hunting/Tracking* (p. B43), and *Mountain Survival*.

Friends and Enemies: Ahnehnee have a -3 reaction to “lowlanders” (anyone who is not an Ahnehnee, Moon Maiden, or mountaineer) before 2722. After this time, this animosity is less intense — a -1 reaction. They react at -1 to Moon Maidens. They *hate* Ganiks (whom they consider as dangerous as they are disgusting) — a -4 reaction, and no reaction better than *Poor*.

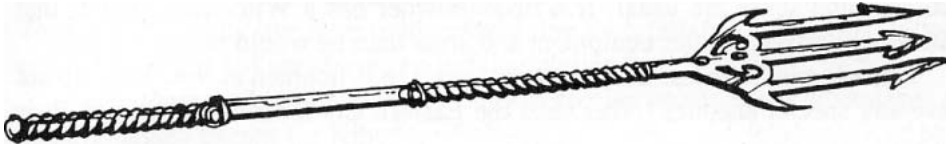
Likes and Dislikes: They have a passion for fine artifacts and are master craftsmen themselves. No Ahnehnee warrior would willingly enter battle with ill-wrought weapons. They enjoy good food, drink, and music; dancing is one of their favorite pastimes. They are a verbose folk, loving to taunt their enemies and praise their friends. They honor bravery and settle mortal grievances by single combat. They dislike regimentation.

Ahrmehnee Headhunting

All Ahrmehnee have a deep-rooted fear of vengeful spirits (gastophobia) which has led them to become headhunters. It is their belief that the spirit resides within the skull and can be trapped if that skull is “warded” by special magic spells. And, once trapped, the spirit cannot roam to seek vengeance on its foes!

Heads taken in battle are brought to the village House of Skulls. There they are subjected to spells of great power (in the opinion of the Ahrmehnee!) to trap the spirit permanently. The House of **Skulls** is similarly warded. Violation of a House of Skulls would upset an Ahrmehnee village greatly.

The Ahrmehnee also believe that no item which cannot be purified with fire — articles of clothing or non-metallic items of any sort — should be stripped from the body of a foe. Seeing these articles in someone else’s possession would enrage the spirit, enabling it to overcome the wards holding it prisoner. An Ahrmehnee will not hesitate to take other items (or animals) belonging to a dead foe, provided the head is first removed.



Baltohtheesee (Swamper/Fenfolk)

-20 points

Little is known about the baltohtheesee or “fenfolk.” They are an unsavory, hostile, and primitive people (TL1 in most cases, but never higher than TL2) inhabiting the swamps in and near the eastern and southern coasts. They were unknown until after the Great Quake that created their swamps.

They are a slight people; some are sallow, while others have dark complexions. Men and women alike shave their heads. Whenever a fen-man is away from his village, he will be caked with mud, reptile grease or vegetable matter as camouflage and to discourage mosquitoes.

The fenfolk live in small, secluded, hunter-gatherer villages. Rarely do they venture beyond the borders of the salt fens. They build their thatch-roofed huts on stilts to keep them above the tidewaters. They use pole-propelled *pirogues* (shallow, one- or two-man, flat-bottomed boats) to get around the jungle-like fens, or small sailboats when plying coastal waters of the Great Eastern Ocean.

Advantages and Disadvantages: A baltohthees has -1 to ST and +1 to HT; while height is normal for ST, weight is 15 pounds less. They prefer to slay at a distance, employing traps or poison darts, and are notoriously poor at infighting. No baltohthees PC can start with any Combat/Weapon Skill score, except for Blowpipe, higher than his DX.

Recommendations: Most baltohtheesee are skilled users of the Blowpipe and brewers of poison; both Blowpipe (p. 63) and Poisons (p. B52) skills should be taken by a baltohthees PC, as should Area Knowledge, Boating, Stealth, Swamp Survival, Swimming, and Traps.

Friends and Enemies: The baltohtheesee have a -3 reaction to all “inlanders.” Every baltohthees considers it his right to kill every inlander who strays within blowpipe range. Other races likewise have a -3 reaction to them. The exception is the Sea Island Ehleens, who use them as part of their spy network on the mainland, and react normally to fen-men. The fen-men fear and respect the Sea Islanders, reacting at +1.

Likes and Dislikes: Baltohtheesee are enthusiastic collectors of weapons and heads. They keep their “trophy” in special huts concealed deep in the salt fens near their homes. They enjoy torturing the occasional foe they trap alive.

Baltohthees Weapons and Armor

Particularly during summer, it is rare to find a baltohthees wearing more than a loincloth, let alone armor! The heaviest clothing they ever wear is a jacket of swamp rabbit pelts — treat as “winter clothing.”

Though some baltohtheesee have skill with the fish spear (treat as a javelin) and knife (as a tool more than as a weapon), almost every warrior uses the blowpipe for man-killing. In the hands of a trained baltohthees, a blowpipe can propel a two-inch dart, with unerring accuracy, at ranges of 30’ or more. These darts are smeared with a viscous poison manufactured by the baltohtheesee.

Baltohthees Poison: Blood agent; unavailable on the open market. If initial HT-4 roll succeeds, the poison has no effect. If the HT-4 roll fails, it causes severe muscle spasms and paralysis (the victim cannot even scream) after only HT-10 seconds (minimum 1 second). At that point, the victim suffers an immediate 2 dice of damage. Each turn thereafter, the victim must attempt a HT-4 roll; failing the roll leads to another immediate 1-2 damage. This continues until the victim makes three successive HT-4 rolls successfully — or dies. Even the Witchmen know of no antidote.

Baltohthees Names

Fenfolk names tend to end in -ee: Bencee, Donee, Pinknee, and so on.

Rites of Passage

The baltohtheesee have a “rite of manhood” which every boy-warrior must complete before being allowed a voice in the village council proceedings. The baltohthees youth must slay an inlander, claim his foe’s head or spear (or both), and present the trophy or trophies as evidence of his claim to manhood.



Broomtown Weapons and Armor

The average Broomtown soldier uses little armor, and **nothing** heavier than cuir-bouilli. Though the Witchmen possess Kevlar armor, it is **mainly** useful against bullets — and all their foes use arrows! Broomtown pack-horses are likely to wear heavy armor, though.

A Broomtown pack has enough firepower to destroy a small army. Broomtowners can be found carrying a plethora of military sidearms, rifles (with exploding bullets doing 4 dice of damage), and occasionally even submachine guns. Some larger units will have mortars, rockets and grenades. They also carry sabers or axes, but rarely make use of bows, crossbows, slings, or shortwords.

Broomtown Names

Broomtown names are pronounced and spelled as if they were normal 20th-century English names.

Dirtman Weapons and Armor

Dirtman weapons will be as diverse as their beliefs. Some will have nothing better than wood, stone, and bronze (Tech Level 1). Others use weapons forged of iron or steel (TL2 or TL3). A few possess “lire-sticks” — artifacts from the Old Times, or black powder weapons of newer make — TL5 to TL7. These are **Limited** in number and highly prized. Armor varies from furs and hides to full suits of leather, scale or plate.

Dirtman Names

Dirtman names generally use 20th-century English spellings and pronunciation. In some communities, Biblical names are the rule. In later periods, phonetic spelling becomes more common but is never the rule.

A cognomen will sometimes replace a Dirtman’s surname to commemorate a physical abnormality, trait, or personal achievement (though these are generally used only by males).

Some examples of male Dirtman names are Aaron, Amos, Caleb, Denec, Ehud, Elijah, Emmett, Esau, Fat Gabriel, Gerald, Grant, Harod, Ian, Kahl, Micah, Old Mosix, Norman, Sam, Short Isaac, Solomon, and Wahm.

Some female Dirtman names are Arabella, Bettylou, Clare, Gail, lane, Lizzie, Megan, Sarah, and Sydel.

Broomtowners

0 points

Broomtown is one of several tiny “client-states” of the Witchmen. The Broomtowners’ ancestors, southern mountain tribesmen, were “adopted” by the Witchmen. As the Witchmen improved Broomtown technology and standards of living, the Broomtowners came to look upon their benefactors as near deities. Overall, Broomtown is now TL4, but its shops produce TL7 military and communications gear for Witchman use. Broomtowners are now a healthy, intelligent and taciturn race — the “native troops” of the Witchmen.

Advantages and Disadvantages: A Broomtown PC — especially a soldier — automatically has the disadvantage of Sense of Duty to Witchmen in general, and General Jay Corbett (p. 72) in particular. Broomtowners are Literate, and able to learn skills at Tech Level 7. Other skills they may learn include Armoury, Engineering, Gunner, Guns, and Mechanic.

Recommendations: Military Rank is important only when dealing with other Broomtowners, since the Witchmen outrank any Broomtown officer. Honesty and common sense are usual. If a Broomtown PC has a Witchman Patron, that patron will provide better equipment and arms than he would otherwise get.

Friends and Enemies: Broomtowners react to Witchmen at +4. They do not have any special enemies (other than the Eastern Confederation, through their association with the Witch Kingdom).

Likes and Dislikes: Broomtowners are an earthy people. They enjoy life, but know that they may die in battle for their masters. They admire their mentor, Jay Corbett, for his honesty, courage, and self-discipline, all of which they emulate.



Dirtmen

-15 points

Dirtmen are the descendants of 20th-century farmers, trying to scratch a livelihood from the uncooperative soil. They live in small settlements, often situated near the ruins of a god-city of the Ancient Ones. While Dirtmen from one settlement will not necessarily resemble those from another, all are influenced to some extent by their ancestors’ religion or politics. Examples of Dirtmen cultures include “The Chosen” from *A Woman of the Horseclans*; the MacEvedy Experimental Agricultural Station from *Horses of the North*; and “The Guardians” from *The Memories of Milo Morai*.

Dirtmen may be half-starved skeleton men or strong-backed pioneers. They can be descended from practically any 20th-century ethnic group (often reflecting their heritage in an exaggerated or seriously flawed manner).

Advantages and Disadvantages: None are required.

Recommendations: Many Dirtmen possess murderous Xenophobia (p. B28) towards any outsider — or, at least, serious Intolerance of those who do not share their beliefs. With GM approval, a 10-point Unusual Background (p. B16) allows a Dirtman to come from a settlement using black powder weapons — but you still have to pay the points to learn Black Powder Weapons skill.

Friends and Enemies: Dirtmen react to strangers at -1 to -6. The modifier used will depend upon their particular beliefs, and whether the strangers appear to be Dirtmen (-1 or -2) or plains rovers (-3 or worse). Likewise, Horseclansman and other nomads react to Dirtmen at -3 or worse.

Likes and Dislikes: The likes and dislikes of a Dirtman PC will depend a great deal on the beliefs of his settlement. Generally, what a Dirtman likes, he likes with Fanaticism (p. B25). What a Dirtman dislikes, he hates — again Fanaticism — or fears — aPhobia (pp. B27-28) — to the very core of his being.

Ehleens

0 or -20 points

The Ehleens ("Hellenes") are descendants of the Mediterranean invasion of the east coast. They are usually olive-skinned, with blue-black hair and dark eyes. The Western Kindred often refer to them as "Blackhairs" — and other, more derisive terms. Ehleen sub-races include:

Old Ehleens (Hellenoi): The original invaders — a mixture of Greeks, Italians, Turks, Albanians, and many others.

Kingdom Ehleens (Blackhairs): The debased descendants (c. 2350-2700) of the conquerors of eastern Mehrikah. They have become a static culture; their religious beliefs have led to the suppression of almost all new ideas and innovations. This is the only Ehleen race worth bonus points; being a Kingdom Ehleen is worth -20 points. Both sexes wear heavy cosmetics and as much jewelry as they can afford; the men affect spike beards.

Sea Isle Ehleens resemble their fierce forefathers. Their culture is tough, free and piratical.

Confederation Ehleens: Citizens of the Confederation, circa 2700-2800. They are physically like their predecessors, but the admixture of Kindred blood, and the healthier culture, have produced a hardier race.

Advantages and Disadvantages: Ehleens receive no automatic advantages or disadvantages, except for Kingdom Ehleens, who must take Intolerance of barbarian folk.

Recommendations: The Hellenoi and Sea Islanders are fierce warriors and staunch foes. They should have sea-rover skills such as Boating, Navigation, Shipbuilding, and Swimming. Kingdom Ehleens will have fewer warrior skills and more hedonistic ones. They treasure their heritage, though their own forefathers would never recognize them. An Ehleen of the pure "old stock" is called *kath'ahrohs* (requires at least 5 points in Social Status). Appropriate disadvantages for Kingdom Ehleens include Gluttony, Greed, Alcoholism, Addiction, Cowardice, Bad Temper, and so on. Most are thoroughly craven and should be played as such. Confederation Ehleens may be brave warriors, bureaucrats, or closet monsters; they are a varied folk.

Friends and Enemies: The Ehleens have few friends, and a -1 or -2 reaction (depending on the situation) to "barbarian" peoples including Ahrmehnee, Horseclansmen, Middle Kingdoms Mehrikans, and Mountaineers. Horseclansmen during the March to the Sea will react at -2 to any Ehleen, but -4 or worse to any display of either great wealth or perversion. The servants and victims of Kingdom Ehleens delight in any chance to turn on their oppressors.

Likes and Dislikes: Generally, Ehleens enjoy hedonistic pleasures — particularly those with an "exotic" flavor to them. Sexual deviation is widespread among Kingdom Ehleens, especially nobles, and sadism is not uncommon.



Ehleen Weapons and Armor

The Old Ehleens wore scale mail and carried shortswords, dirks and round-shields (11191). Their descendants used a variety of gear:

Pirate Islanders use anything they can get, and use it well; their favored weapon is the cutlass. Treat as a saber for game purposes.

Kingdom Ehleens of noble birth possess very fine-looking plate armor, which may be of questionable quality. Likewise, they will have fine weapons which they may not know how to use. Their attitude toward gear and clothing is "the gaudier, the nobler." Foot soldiers of the period will wear leather or chain, but their equipment is otherwise like the Old Ehleens'.

Confederation Ehleens of noble birth have gear similar to that of the Middle Kingdoms, though ornamented in Ehleen style. confederation troops will have standard Confederation issue gear for their troop type, unless their leader has bought something better.

Ehleen Names

Ehleen names include both a given name and a surname; sometimes a governor's surname is replaced by the city ruled (e.g., Theodoros of Petropolis). Most male given names end in the suffix "-os." Indeed, many Horseclans and Middle Kingdom names can be "Ehleenicized" just by adding this suffix. Given names ending in -os will often be found as surnames.

Male Ehleen names include Agostinos, Alexandros, Ahndros, Ahngelos, Aristos, Danos, Demetrios, Djaimos, Eeahgos, Feelos, Foros, Grahvos, Greemos, Hahrteos, Hamos, Iktis, Kalizos, Klawdos, Kleetos, Leeros, Lukos, Mahrkos, Manos, Mahrios, Milos, Mitzos, Myron, Myros, Nathos, Nikos, Pardos, Paulos, Pavlos, Philos, Portos, Sergios, Skiros, Solvos, Spiros, Stamos, Stavros, Stefahnos, Teealigos, Theodoros, Titos, Tomos, Urbahnos, Vaskos, Xelos, Yabnekos, Yohnutos, Zandros, Zastros, and Zenos.

Female Ehleen names include Ahtheen, Aldora, Amia, Dohlohres, Dohra, Eeonees, Eeyohabnah, Ehlainah, Hehrah, Ioanna, Klohee, Mehleesah, Mehleenah, Ntohrees, Paiohnia, Petrina, Rohza, and Yris.

Ganik Weapons and Armor

It is taboo (seep. 19) for any Ganik to work metal, except by cold-hammering. Therefore, most Ganiks use any weapon or piece of armor that they can get their grubby paws on.

Roughly one Ganik bandit in 20 has a real horse, a helmet, a breastplate or chain shirt, and a real sword — usually **rusting** from Ganik neglect. Lesser Ganiks wear green hides and ragged homespun clothing. They carry clubs and crude darts; the lucky ones have a few ill-fitting pieces of armor. Primitive wickerwork target shields are used by some. Long knives, javelins, spears, and hand axes are popular weapons if they can be taken in combat, and earn their new owners great jealousy. Treat most weapons as being of poor quality.

Ganik Names

Ganik names are usually spelled and pronounced in Old Mehrikan style, but there are phonetically spelled exceptions (e.g., Fartuh Cartuh). Given names are often hyphenated: Jim-Beau, Jim-Bob, Lee-Roy. However, Ganiks of any stature will have colorful, if not obscene, nicknames: Black Jed, Crusher, Horseface Charley, Johnny Skinhead, **Strong** Tom, Long Willy, One-Ear, Six-Fingers, **Stinker**. No nickname is too Nde for a Ganik bully. . .



Ganiks

-45 points

Ganiks — also called Muhkohee or “Shaggies” by their foes — are the descendants of rabid back-to-nature organic farmers and environmentalists. Their isolation saved them in the time of the Great Dyings. However, the Ohrgahnikahnsehrvaishunee bear little resemblance to their forebears, and are the most savage, stubborn and purposely backward folk of Mehrikah.

There are two types of Ganiks: Farmer-Ganiks and Rover-Ganiks. Farmer-Ganiks live in pathetic squalor as subsistence farmers, until forced to move on by those disgusted by their practices and beliefs.

Rover-Ganiks wander the mountains in gangs or “bunches.” Each bunch is led by a chieftain and his “bullies,” who are simply the meanest thugs in the group. Rovers are fanatically intolerant of non-Ganiks who violate the precepts of Ohrgahnikahnsehrvaishun, but will themselves infringe them at need.

Since farmer-Ganiks have little roleplaying potential, only rover-Ganiks are recommended as player characters. And, unless **all** the PCs are Ganiks (horrible thought!), the Ganik character will have problems dealing with other PCs.

Advantages and Disadvantages: Weak Ganiks wind up in the stewpot; therefore, no Ganik may be created with a HT below 10. Any Ganik PC has 15 points of Odious Personal Habits, leading to a -3 reaction from non-Ganiks. These habits include, but are not limited to, a total lack of personal hygiene. All Ganiks also have a -10 point Bad Reputation (-4 reaction; all neighboring peoples; all the time) for sadism, cannibalism, and sexual deviation.

No Ganik may start with the Blacksmith skill, or an Armourer skill over 11, due to their religious refusal to hot-work metal.

Ganiks start with only \$200 for (filthy) clothing and (poor-quality) weapons. A PC must buy off this “Poor” disadvantage to have more money.

Recommendations: Rover-Ganiks should have high Scrounging and Tracking skills, plus Brawling and at least one weapon skill. Farmer-Ganiks will have the 30-point Pacifism disadvantage because of their faith. A Ganik might also

have the disadvantage of Intolerance for those who do not adhere to the precepts of all “raht-livin’, land-lovin’ Ganiks.” A few Ganiks, mostly of the McCoy (“Muhkohee”) family, are giants (see Gigantism, p. B21).

Friends and Enemies. Ganiks have no racial friends or allies. Their unprepossessing appearance and odor earns them a -3 reaction from utter strangers; this falls to -7 when their behavior is discovered. Other Ganiks, of course, do not have these bad reactions. Ganiks respond to non-Ganiks at -2 or worse unless cowed by a show of force.

Likes and Dislikes: Ganik dislikes are defined by their religion (see p. 19). Their likes do not bear discussion. “Take all of the detested and heinous abominations of conduct despised and almost universally prohibited by races or communities of civilized man, and you had the mundane, everyday practices of your average, run-of-the-mill Ganik . . .” (10/158). In particular, they torture their victims before eating them, and the eating may begin before the torture ends. Don’t let the Ganiks take you alive.

Horseclansmen/Kindred

20 points

The Horseclansmen are descended from a group of children rescued by Milo Morai shortly after the Two-Day War. He tried to teach them to farm, but took the group roving when the weather made farming impossible. Under the guidance of their "Uncle Milo," the Horseclans became the strongest nomads on the Sea of Grass. After Milo departed to seek the fabled Isle of the Undying, the Horseclans continued to rule the Great Plains, always adhering to the "Couplets of Law" — the maxims that separated them from other plains rovers.

Horseclans folk are bawdy and vigorous, full of braggadocio and love of life. They are warm and generous when among their own. Their foes see a different side — taciturn, crafty, and quick to anger. Friend and foe alike agree that Horseclansmen are honorable and courageous unto death.

The original Horseclansmen were nomadic herders, the scourge of the Sea of Grass. As late as 2800, many still ride the plains, since some clans did not join the Great Migration of 2574 (though some followed later, as did Sanderz in 2720). They are definitely not "civilized," preferring a felt yurt to a stone manor. They are fair-skinned, of medium height at best (3" below average for their ST), flat-muscled rather than brawny. Dark hair is rare; blond, red, and light brown are common.

The "Eastern Kindred" came into existence in the early 2600s, as the barbaric plains rovers adopted some of the settled ways of the eastern lands they had conquered. These folk tend toward more height and muscle than their brethren of the plains, due to a mixture of Ehleen and other blood, but are slightly less likely to have mindspeak ability.

Advantages and Disadvantages: A Horseclans or Kindred character automatically gets +1 to HT and ST. The life of the plains bred a sturdy stock. No disadvantages are required.

Recommendations: A Horseclans rover will belong to a clan. He will probably owe it a Duty, and it may act as a Patron. Kindred will also belong to a clan, but the social ties may be looser. Honor, Bravery, Impulsiveness, Jealousy, and Stubbornness are all appropriate disadvantages. Cowardice, Sadism, and Delusions are extremely rare. Intolerance for "civilized" or "deviant" behavior (with little distinction between the two) is common. Women of the Horseclans will have weapon training (Bow and Knife at a minimum) and will be just as hardy as the men.

Friends and Enemies: Kindred have a -3 reaction to Witchmen, who they despise. Horseclansmen on the plains have a +2 reaction to other Horseclansmen (except in the case of a clan feud), a -1 reaction to non-clan plains rovers, and a -3 to Dirtmen. Horseclansmen during the March to Ehlai would react negatively to nearly everyone they met, but would react better toward fighters like the Middle Kingdoms folk than they would toward farmers.

Likes and Dislikes: Horseclansmen and Kindred are a hard-working, hard-playing lot. They enjoy good food and good drink almost as much as the thrills of battle and the hunt. They respect honor and bravery, even in a foe. They believe in self-sacrifice, honor, and courage; they instinctively distrust any who seem selfish, deceitful, acquisitive or cowardly. They fear no man, and have but little dread of the supernatural.



Horseclans Weapons and Armor

On the Sea of Grass, every Horseclansman carries a short, powerful hornbow. Most arrowheads are stone or bone, but war mows have metal heads (stone shatters against armor). Likewise, each clansman has a personal melee weapon, usually a curved saber, and a bullhide target shield. Armor is usually cuirbouilli or light leather (with an occasional mail shirt). Wealthier clans may have a Chief or sub-Chief who owns a full snit of mail or even plate — though he is likely to wear only breastplate and helm when raiding.

Off the battlefield, Clan folk usually wear loose, embroidered pullover shirts, baggy trousers, wide, big-buckled dirkbelts, and short, soft boots. Clan Chiefs and sub-chiefs are expected to display their Clan's wealth with elegant (and gaudy) clothing, furs, and trinkets. Some clans cut their hair short; in others, both sexes wear braids. In battle, the braids are coiled around the head as extra padding for the helmet.

Eastern Kindred dress and arm themselves in a variety of ways. Some hold to their ancestral dress and gear. Others have adopted Ehleen dress and gear (in the south) or burker styles (toward the north). All are likely to wear plate, or at least good mail, in battle. All still use the hornbow.

Horseclans Names

Every Horseclansman and Horseclanswoman has a personal name, followed by their clan name (see next page).

Male names among the Horseclans include Ahl, Airuhn, Andee/Ahndee, Bahb, Bahrt, Daiv, Dik, Djahn, Djai, Djak/Djahk, Djeen, Djehf, Djefree/Djehfree, Djim, Djimi, Djoh, Djohn, Djordj, Fil, Gaib, Gil, Gilbuh, Gy, Hail, Hari, Hehnree/Hehnri, Hwahruhn, Hwaltuh, Hwikz, Kahl, Lari, Pawl, Rahdjuh, Rahn, Rai, Rik, Sami, Sanlee, Steev, Tahn, Tchahree, Tchuk, Tim, and Zak. Tehksuhs Horseclansmen (Hwilkee, Maklaruhn, Morguhn, Ohlsuhn, and Staiklee) favor hyphenated names, such as Bili-Fil, Djessee-Kahl, Djeri-Djai, Djim-Bahb, Djim-Djoh, and Sami-Hal.

Female Horseclans names include Anee, Behrenee, Behtee, Behtiloo, Beti, Dahnah, Deeahna, Djooyla, Dohlohrehz, Ehstrah, Gahbee, Hsah, Kahnee, Kairi, Karee, Lainuh, Mahrnee, Mairee, Myrah, Neekohl, Stehfahnuh, Tsheri, and Veruh.

Other personal names will resemble those used in the Middle Kingdoms (see sidebar, p. 51). Later-period Kindred of mixed blood will sometimes have Ehleen or Ahrmehnee first names — e.g., Drek-hos Daiviz.

The Clans of the Kindred

There were well over 100 clans of the Ehlay-Kindred Tribe (the Horseclans); known names are listed below. Every clan — unless “individualized” by the GM — is considered a very powerful Patron (p. B17) prior to the Great Migration in **2574**. Those clans listed in **italics** are those which went on the migration. (Traditionally, **42** clans are said to have gone East, because there were **42** chiefs in Council. But large groups from other clans went along, though their chiefs did not; thus, more than **42** names are italicized.)

After 2600, the Eastern Kindred clans are considered very powerful Patrons if they possess a *thoheekseeahn* in the Eastern Confederation, and powerful Patrons otherwise. Both large and small holdings exist, and the GM should adjust the power of a Patron clan accordingly (see the *Gazetteer* sections for Karaleenos, Kenooryos Ehlay and the Southern Kingdom for a list of clan holdings).

Aduhmz
Ashuh
Bahrtuhn
Baikuh
Braizhoor (disbanded for feuding with Lehvee)
Buhkuh (went East around **2545** and **was** wiped out or enslaved by Ehleens.)
Doilee (matrilineal.)
Daiviz (symbol is a snarling Blackfoot.)
Danyuhz (matrilineal.)
Djahnsuhn (Djahnsun)
Djohnz (symbol is a ferret head and broken saber; golden bear is emblem of one sept. This clan was the first to breed elephants for the Confederation.)
Djordur
Dohlunh
Duhklus (Duhgliz/Duhglitz) (ex-plains rovers.)
Duhnkin
Esmith (matrilineal.)
Fahrnuh
Froizehr (Fraizuh)
Gafnee
Gahdfree
Gawn
Grai
Guhntuh (wiped out by plague in late **2100s**.)
Hahfmun
Higinz
Hohlt
Hweelahk
Hwilkee (Tehksus clan, ex-plains rovers.)
Hwytt
Kabuht
Kahlinz
Kahnuhr (Kahnub)
Kohr (ex-plainsrovers.)
Kahrtruh (Kahrtr) (Confederationelephant-breeders.)
Kambuhl (the richest and most powerful tribe on the plains before the journey East.)
Kamruhn
Kashul
Keeth
Kehlee
Koopuh

Krooguh (matrilineal clan; traveled East around **2545** and **was** enslaved by Ehleens; Djahn Krooguh escaped and became Lord of the Sea Isles.)

Kuk (created **during** the trek East; ex-Freefighters.)

Lahmahni (Luhmahnt)

Lebohn (ex-Kabuahdah plains rovers; later ejected from the Kindred.)

Lehvee (disbanded for feuding with Braizhoor.)

Lehvin

Lehzlee

Linsee (**Kahnahdah** clan; descendants of Canadian soldiers and researchers. Unfriendly to Skaht.)

Linstahk

Mahntguhmree

Makaiuh

Makbeen

Makfee

Makinnis

Makintahsh

Maklaruhn (Tehksus clan.)

Maklaud

Maklenuhn

Makloor

Maktahguht

Marshul

Mehrfee

Moroi (this clan consists only of Milo, **his** current wife or wives, and any young children they may have or adopt; grown children join other clans.)

Morguhn (Tehksus clan; their symbol is the Red Eagle.)

Muhkawlee

Muhnroh

Ohkahnub

Ohlsuhn (Tehksus clan.)

Oneel

Pahbmuh

Pahrkuh

Pahtuhr

Porrik

Peerszuhn

Rahbuhtz

Rahsz (Rahs)

Reevehrah

Rohz

Sanderz (trekked east and joined the Confederation in **2720**; their symbol is the White Hawk.)

Skaht (Kahnahdah clan; matrilineal, ex-plains rovers. Unfriendly to Linsee.)

Staiklee (Tehksus clan — ex-plains rovers. Specialists in pre-owned cattle.)

Steevuhnz (matrilineal clan; Confederation elephant-breeders.)

Stynbakh

Tahmzuhn

Tchizuhm (Tehksus clan.)

Vawn (wiped out in **2720** in the Great Ehleen Rebellion.)

Septs within a clan have their own family names. A sept name may also be a clan name; the sept Duhnkin of Rahbutz is related to Clan Duhnkin but rides with Rahbutz. A sept may come into being when a small group is adopted by a clan, or when a family moves from one clan to another. Sept names include Duhnbaht of Baiku, Mahkai of Duhnkin, Graiuhm of Makintahsh, Hansuhn of Krooguh, Kamruhn of Skaht, and Hwahlis of Linsee.



Horses

-100 points

A horse with the ability to mindspeak can be played as a character. Depending on the campaign setting, such a horse may **be** of the tough, runty plains **stock** of the original Horseclansmen, a battle-charger of the Confederation Kindred, or even a huge Northorse. See p. B140 for general information on horses.



Advantages and Disadvantages: A horse character has 3 times ST, normal DX, +5 to HT, and -4 to IQ. Buy Move as though it were a separate attribute with a base of 10 — in other words, a move of 13 will cost 30 points, 14 will cost 45, and so on. Dodge is half DX, rounded down.

Mindspeak abilities (Telesend and Telereceive, pp. 77-79) are available at a +2 bonus, and *must* be bought by a player-character horse. The only other skills available to a horse are Acrobatics, Brawling, Detect Lies, Jumping, Leadership (of other horses only), Riding (see sidebar), Stealth (at -3 when trying to hide), Survival, Tactics (for surviving battles only, not for commanding them), and Swimming. Horses can never be Literate or own property.

Horses age quickly and die young, compared to humans. A Horse is mature at 3 years. He starts rolling for aging at 20 years, and rolls at HT-2 every 6 months thereafter. A Horse may start with (10 x Age) points in skills.

For an example of a formidable Horse character, see Mahvros, p. 73.

Physical Characteristics: A healthy horse's weight in pounds is around 30 times ST. Height depends on breeding more than ST; color is up to the player.

Recommendations: The GM will forbid silly disadvantages like Dead Broke or One Leg; don't ask. Bad Temper, Stubbornness, and Phobias are all very appropriate disadvantages. Absolute Direction, Appearance, Combat Reflexes, Luck and Toughness are good advantages. Status (a herd leader ranks as a chief) is also available.

Likes and Dislikes: Horses like their human comrades and tend to distrust strangers. They dislike anything new and different, and are very upset by the scent of a predator (except for a known, friendly prairiecat). Any war-trained horse will love killing and battle. In general, a horse will be much braver when beneath (or near) a person it trusts.

Personality: When roleplaying a horse, remember that even a smart, mind-speaking horse is very direct and simple-minded by human standards. If you're a horse, the ultimate in clever guile is letting a stranger pat you before biting his arm. The GM should require an IQ roll any time a horse's player wants to do something unreasonably intelligent.

Horse Armor

The ponies of the Horseclans wear no armor. However, those ridden by the Kindred (especially the Kuhmbuhluhn Chargers and the occasional huge Northorses) can, and do, wear heavy armor.

Light horse-barding is made of boiled leather and quilted cloth, and weighs 60 pounds. It has PD 2 and DR 2, and costs \$1,500.

The best horse armor is a combination of plate, mail, and boiledleather, weighing 130 pounds. It has PD 3 and DR 4, and costs \$3,000, even before the customary decorations are added.

Horse Names

Some horses do not name themselves, but wait for a two-legs brother to **name** them. Once given a name, they carry it proudly. Horses may be **named** for appearance (Mahvros, meaning "Black," Two-Color-Tail, Steelsheen), voice (Soft-Whicker) or gait (Swiftwater). Warhorses are often given names expressing ferocity in battle (Red Death, Boar Killer, Ork, Ax-Hoof, Armor-Crusher, Windsender).

In Confederation days some horses, like Sir Geros' **Ahnah**, were given human names.

Riding Skill

When an intelligent horse takes Riding skill, that is actually skill in **being ridden**. At any time when a horse's rider fails a Riding roll, the horse may attempt a Riding roll to keep the rider seated. On the other hand, if a horse wants to buck its rider off, make a Contest of Riding Skills.





Mehikan Names

Mehikan names do not use phonetic spelling, like the Ehleens or Horseclans Kindred; normal 20th-century Mexican spellings are used.

Common male names include Alberto, Angel, Anselmo, Arturo, Esteban, Garva, Gaspar, Gustavo, Jorge, Juan, Julio, Luis, Patricio, Pedro, Ramon, Sebastian, Sergio, Umberto, and Vicente.

Some common female names are Ana, Angelina, Carmela, Juanita, Lupita, Margarita, and Sara. The personal name of a noble or *caballero* is usually preceded by the term *Don*, meaning "Lord" or "Noble Sir," or by the person's title. A noblewoman is addressed as *Doña*. To show respect to a non-hidalgo, the honorific term, *Señor*, meaning "Sir," can be used to precede the person's name. Cognomens can be adopted to further distinguish individuals having the same name. Commoners are often known by their occupations. If there are four or five Pedros in the village, they might be "Pedro the Tanner," "Pedro the Butcher," etc. Upper castes may be known by their family names (tribal affiliation, etc.) or homes. Pedro, a *Conde* ("Count") of the Garrigo family and hailing from the Castillo Valley, might be known as Don Pedro Garrigo, Conde Pedro de Gamgo, or even Don Pedro del Valle de Castillo y de Garrigo.

Mehikan Weapons and Armor

The hand dart, spear thrower, and better qualities of steel plate are rarely seen south of the Rio Grande. Otherwise, the weapons and armor available in the Four Mehikos are similar to those of the Middle Kingdoms or the Eastern Confederation. They will be distinctly Mehikan in ornamentation and craftsmanship. Silver is widely used; geometric patterns are common.

Mehikans

0 points

Mehikans are easily identified by their reddish-brown skin pigmentation, stocky builds, and black hair and eyes. They live in the lands to the south of the Sea of Grass, rarely venturing beyond the Rio Grande except to war against the bandits and nomads of the southern plains of Tehksuhs. They are savage when angered; Mehikan warriors are likely to mutilate fallen foes as a warning to others.



Lowland Mehikans live in the coastal, plain and jungle regions of Mehiko. They are short — seven inches under average for their ST — and stocky — 15 pounds over average for their height. They are jovial extroverts.

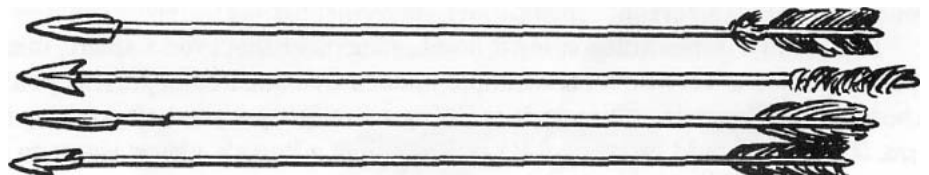
Mountain Mehikans live in the rugged foothills and mountains. They are taller and less merry than their lowland brethren: 4 inches under average for ST, 10 lbs. over average weight for their height. They tend to be distrustful of strangers and governments.

Advantages and Disadvantages: Nothing out of the ordinary.

Recommendations: Mehiko is far from the scene of most *Horseclans* stories; a Mehikan PC would need a good reason to travel far from home. He might be a noble on a quest; he might have mindspeak ability (rare in Mehiko, and likely to make its possessor an object of persecution).

Friends and Enemies: A Lowland Mehikan has a +1 reaction to most strangers (those not appearing to be savages or enemy warriors). Mountain Mehikans have a -1 reaction to any lowlander and a -2 reaction to any non-Mehikan race. While they are courteous and open-handed, friendship is something which has to be earned . . .

Likes and Dislikes: A Mehikan values bravery and self-discipline in himself and in others. It is considered an embarrassment (to the family as well as the individual) to lose control of one's emotions or show any sign of cowardice, even in the face of insurmountable odds.



Middle Kingdoms Mehrikan (Burker) 0 points

The Middle Kingdom Mehrikans are a hardy folk who “cut their teeth on the sword,” being taught to fight even before they learn to read or write. Rarely does a year pass without a war somewhere in the Middle Kingdoms.

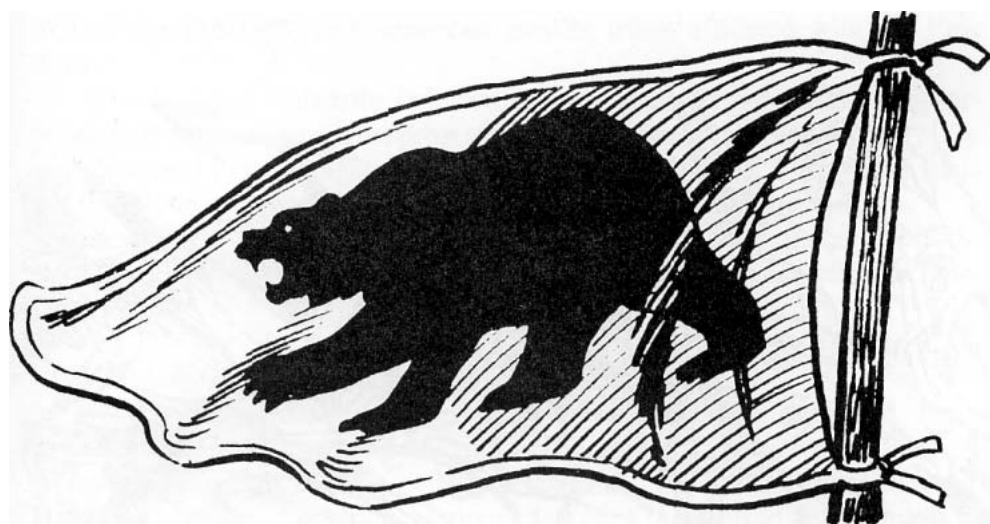
Burkers are a stocky people, usually with dark hair and eyes, but pale-skinned, of average height. A burker weighs 10 pounds more than average for his height.

Advantages and Disadvantages: None are required.

Recommendations: Combat skills. Burkers are usually members of the Sword Cult or, if female, of the Blue Lady. Outside of the peasantry, most burkers are craftsmen (especially makers of armor and weapons) or warriors. Many eventually join a Freefighter condotta (possibly a **Patron**) to sell their swords to the highest bidder. As mercenaries, they will find both Military Status and Leadership quite useful throughout their military careers. Savoir-Faire and Status would befit a nobly-born burker; some knowledge of Armoury would befit any Middle Kingdoms man.

Friends and Enemies: Middle Kingdoms folk are widely disliked because of their hereditary hatreds and constant wars. They receive a -1 reaction from “civilized” peoples as a result — except in combat situations, when their stark reputation gives them a +2 from friend and foe alike. Every domain in the Middle Kingdoms has at least one hereditary enemy, if not several.

Likes and Dislikes: Burkers are single-minded folk. Craftsmen live for their craft. Warriors live to fight. They admire bravery, honor, strength, skill, and self-discipline. More even than Horseclansmen, they loathe those who don’t possess these qualities.



Fosterlings

In the days of the Confederation, some noble Kindred families send their young sons to Middle Kingdom courts to learn courtly graces and the arts of war. This “fostering” helps tighten Confederation alliances, as well.

A young man raised in the court of a burk-lord receives war-training superior to any available elsewhere, and the opportunity to make important friends and alliances. There is no special point cost for being a fosterling, but a PC claiming some special advantage from it — such as a Patron — must pay normally for that advantage.

Middle Kingdoms Weapons and Armor

Most burkers dress simply in tunics and breeches, giving them an almost barbaric appearance. Almost no one goes unarmed in the Middle Kingdoms; it is a burker’s weapons and armor which draw the most attention. Weapons are always well-honed and made of the finest materials affordable. Armor is always clean and in good repair. The burk-lords (or “pocket-prince-lings”) often dress in rich silk and abundant jewelry. The effort usually results in one overdressed barbarian noble . . .

Weapons and armor are graded by the ranks of nobility: baron-grade (good), count-grade (fine), duke-grade (very fine), prince-grade, king-grade. . . Above duke-grade, there is no improvement in metal or workmanship; the higher grades are simply more ornately and expensively embellished, and there is no limit to cost.

Yvuhz and Slohn (whose mark is a fox-bead) are two fine names in swordsmithing; there are many others. Each demesne has at least one family of armourers who are as proud and respected as any lesser nobles.

Middle Kingdoms Names

Any of the Horseclans names (see sidebar, p. 47) can be used for given names. Other typical Middle Kingdom names include Ahlkehrt, Alex, Bahree, Bohreegahd, Buhk, Burklee, Byruhn, Custuh, Dee, Djahsh, Djaikuhb, Djyllz, Eely, Ehd, Ehvin, Elyuh, Feeliks, Fillip, Hahr-vee, Huhmfree, Hynz, Hymhm, Jaik, Klahrk, Klifuhd, Klyd, Leean, Looiz, Martuh, Peetuh, Portuh, Rooptuh, Sawl, Seth, Staisee, Uyr, Vyk, Yoo, and Zeek.

Female names in the Middle Kingdoms include Ann, Djoy, Emhelee, Hatee, Karohlyn, Lylah, Mahrtha, Meehah, and Soozee.



Moon Maidens

-10 points

It should be noted that after 2721, the Moon Maidens are nearly a &ad race, with the survivors having joined the Eastern Confederation.

Moon Maiden Names

Moon Maidens have only personal names, finding little **need** for surnames. Moon Maiden names include Ahbahr, Abbee, Behkah, Eethah, Kahndoot, Klahra, Meeree, Nahrda, Nohdeva, Ortha, Phryah, Rahksahnah, Rehvkah, Szepheee, Tohla, and Zehlahna. Males will have Ahrmehnee names (see sidebar, p. 42).

Moon Maiden Weapons and Armor

Although Moon Maidens show no less care in forging their weapons and armor than any other civilized race, they use bronze and brass rather than fine, watered steel. For this reason, no Moon Maiden owns a weapon of better than **good** quality (see sidebar, p. B59) unless it **was** bought outside the Hold.

Due to their slender builds, Moon Maidens prefer one-handed weapons **such as** sabers, shortwords, dirks, sickle-axes, light batelances or hand darts, rather than weapons requiring two hands. Prior to the destruction of Maiden Valley, a typical Moon Maiden wears a helm or pot-helm of bronze, a cuirass or breastplate, and a target or small round shield. Afterward, the few survivors use almost any type of armor.

The Moon Maidens are a race of warrior females (their men are subordinate; their only purpose is to **work** in the fields and help perpetuate the race). Maiden Valley, their Hold (see p. 28), is deep within the southern Ahrmehnee Mountains. In battle, they are as formidable as any Freefighter or Ahrmehnee, though their weapons and armor are archaic even by the standards of the Confederation.

Advantages and Disadvantages: A Moon Maiden PC gets **+1** to **DX**, **-1** to **HT** (due to her slender build), and is **15** pounds lighter than average for her **ST**. Prior to **2721** (the destruction of Maiden Valley and the Hold of the Moon Maidens), **all** Moon Maidens have the Intolerance disadvantage against all men (to the point of taking women to be their battle-mates and companions). After this time, the disadvantage is not mandatory, and there is no longer a 10-point bonus to be a Maiden.

Recommendations: With very few exceptions, a Moon Maiden should have the Fanaticism disadvantage for her zealous worship of the Moon Goddess (see p. B25 and p. 74). She will follow all orders of the **brahbehrnuh**, and will not fight or hunt when the moon is in the sky.

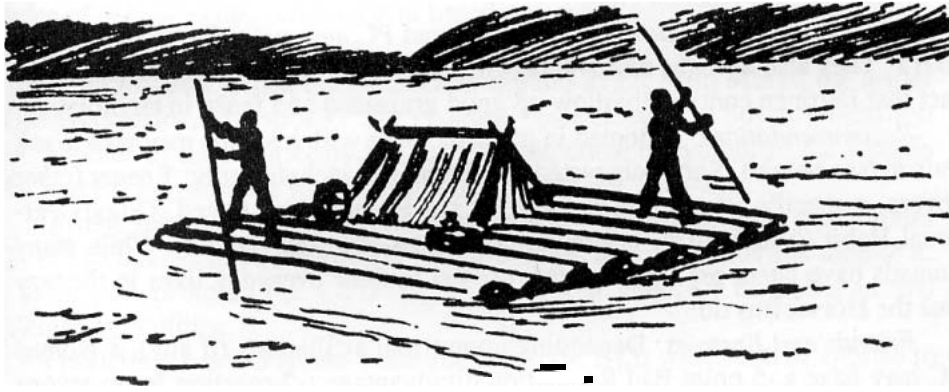
Friends and Enemies: Moon Maidens have a **-4** reaction to male "lowlanders" (e.g., any man who is not Ahrmehnee or mountaineer) before **2721**. After this time, their animosity is not quite as intense and is treated as a **-1** reaction. They react to Ahrmehnee at **-1**. They **hate** Ganiks, never having a reaction better than Poor.

Likes and Dislikes: Moon Maidens admire battle-prowess, bravery, and honor. Unfortunately, they are slow to recognize any of these traits in men, whom they generally view as ignorant, clumsy, and in dire need of constant supervision for even the most menial tasks.



Mountain Mehrikans (Mountaineers) 0 points

Scattered throughout the foothills and mountain ranges of Mehrikah, especially in the mideastern portion of the continent, are numerous Mountain Mehrikan tribes. Some are descended from political or ethnic groups of survivors whose unique perspectives shaped their culture. The most significant of these are described above — the Ahrmehnee, Ganiks, and Moon Maidens.



Kleetuhners: These people were subsumed into the Skohshun Confederation around 2600 (10/23)

Kweebekyuhn: A tribe located near the freshwater Sea of Eeree, but often found throughout the continent as mercenaries. They are sometimes called “Kweebai.” (3/57)

Nyahgrahee: A tribe located near the freshwater Sea of Eeree. (3/57)

Tenzsee: These mountaineers were given the former eastern holdings of the Kingdom of Mehmfiz. There are three primary tribes, Ahthinz, Nahkszfıl, and Tchatnooga (16/195), and numerous smaller tribes affiliated with the “big three.”

Tcharlztuhnee: This tribe is known to steep their arrows, darts and spear-points in fermented dung. Just prior to the Great Ehleen Rebellion of 2781, they were involved in a war against the Confederation (2/41-42). Their tribal lands are situated in and around the god-city of Charleston, West Virginia.

WestAhfuht Tribe: This eastern Tenzsee tribe was a thorn in the side of the Confederation for years, before being subjugated in a massive campaign in 2767-2769. (10/3)

Advantages and Disadvantages: None are required.

Recommendations: Depending upon cultural influences, suggested disadvantages include Enemy (other mountaineer tribes or lowlanders), Fanaticism (religious and quasi-religious beliefs, propaganda, etc.), and Odious Personal Habit (cannibalism, disgusting religious rites, etc.). A useful advantage might be Mountain Survival.

Friends and Enemies: Generally, mountaineers are considered “barbarians” by more refined cultures (such as the Ehleens), and receive a -2 reaction from such civilized races. Mountaineers were often former lowlanders forced into the hills by the invading Ehleens, and therefore hate all Ehleens. Such tribes will never have a reaction better than Poor to Ehleens. Other reaction modifiers will depend upon the tribe.

Likes and Dislikes: Mountaineers are simple people; they enjoy good food, good drink and good friends. They are often stoic in the presence of outsiders, but are otherwise very emotional. Music and dance usually plays an important role in their religious ceremonies and as a source of entertainment. Most will, at the very least, show some disdain for strange “lowlanders.”

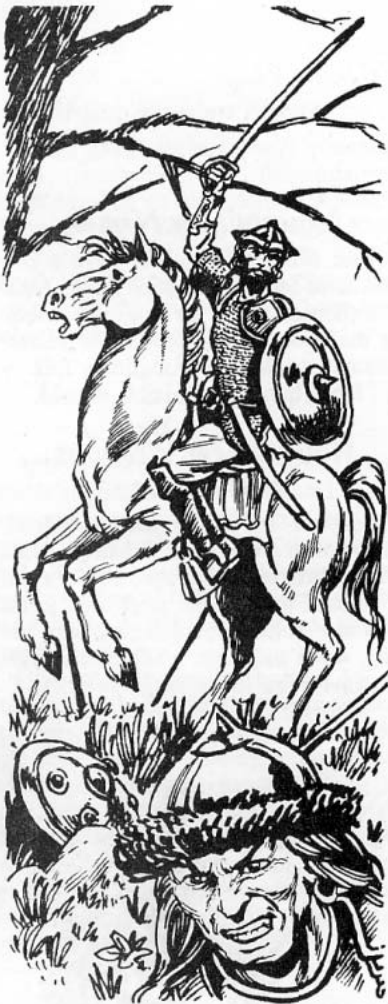
Mountaineer Names

Most Mountaineers will have a personal name followed by their sept or tribal name (depending on the sue of the tribe). Use the same naming style as for Horseclansmen or Middle Kingdoms folk — e.g., Jehd, Lohn, Mahk.

Mountaineer Weapons and Armor

Weapons and armor used by Mountaineers often are of inferior materials such as brass, bronze, or salvaged iron or steel, as opposed to the plate steel used in the lowlands. Some Mountaineers only use stone, wood and bone, while others might even have a few functioning “firesticks.”





Nomad Weapons and Armor

Nomads will use whatever weapons and armor are available. In rare instances, a tribe may possess one or more “fire-sticks” salvaged from one of the God-Cities of the Ancient Ones. Most of the time, they use TW weapons of bronze or steel and wear armor fashioned from furs, tanned hides, leather, cuirbouilli, and occasionally steel plate.

Some tribes are “dog-people.” They keep coyote-sized dogs to protect their herds, and hunting dogs which can also aid in battle, much as the Horseclans use prairiecats. There is no evidence that such “dog tribes” are able to Mindspeak with their canine companions.

Nomad Names

Nomads use the same phonetic spelling as Horseclansmen do, and share many of the same names (see sidebar, p. 47). The name of the character’s sept (or tribe affiliation) may be used as a surname if the tribe is fairly large, but most of the time this is not necessary.

Horseclans Characters

Plains Rovers

0 points

Most of the non-Horseclans nomads roaming the Sea of Grass have been, since the chaos that followed the Great Dyings, little more than bands of thugs — raiders, killers, rapists, slavers, robbers, thieves, and not a few cannibals. Some of the less violent of these were absorbed by the Horseclans over the centuries (including Clans Duhglisz, Hwilkee, Kahr, Skaht, and Staiklee). Nomads come from all pre-War ethnic backgrounds and thus are as varied in appearance as the races of the Ancient Ones.

Advantages and Disadvantages: A Nomad PC automatically receives a +1 to HT. They also have the disadvantage of Intolerance for Dirtmen, despising the fact that Dirtmen continually plow up good grazeland and fence in territory.

Recommendations: A nomad in good standing with his tribe may take it as a Patron (see below). Some suggested disadvantages include Bully, Enemy (other rovers, a specific Dirtmen settlement, or the Horseclans), Greed, Odious Personal Habit (cannibalism, headhunting, and so on), and Sadism. While many nomads have latent psi abilities, few use psi in their everyday lives in the way that the Horseclans do.

Friends and Enemies: Depending upon tribal affiliations (if any), a Nomad PC may have a -5 point Bad Reputation disadvantage (-2 reaction for everyone in a frequently plundered territory, all the time).

Likes and Dislikes: Generally, nomads appreciate strong leaders and enjoy fighting and plunder. They react violently if anyone encroaches on their territory.



Nomad Tribes

Nomad tribes should be individualized by the GM if they are to be used as Patrons (p. B17). Most tribes are reasonably powerful, with a few weaker and stronger tribes scattered about. Some significant nomad tribes:

Burk Tribe: This tribe uses dogs to herd their cattle, and armored war-dogs in battle, much as the Horseclans use prairiecats (12/137-138). They roam the northern Sea of Grass.

Hartman Tribe: This tribe roams the plains of Kahnahdah (p. 36). As a Patron, the Hartman tribe is considered very powerful. They have the Scott and LeBonne tribes as Enemies (p. B30).

Hwilkee Tribe: This tribe of headhunters wanders the southeastern plains of Tehksuhs and northern Mehiko in the company of the Magee tribe.

Lantz Gang: This tribe has claims on the high plains of the Rahkee Mountains. They are only a moderately powerful (15 points) Patron.

LeBonne Tribe: Led by Chief Jules LeBonne, this pack of French-speaking cutthroats roams the plains of Kahnahdah with the Scott tribe.

Magee Tribe: This tribe of headhunters range the plains of southeastern Tehksuhs and northern Mehiko with their allies, the Hwilkee tribe.

Scott Tribe: Led by Chief Gus Scott, these nomads from Kahnahdah are allies of the LeBonne Tribe (see above). They have been long-time foes of the MacEvedy Station Dirtmen, who became Clan Linsee, and of the Hartman tribe (see above). They became the Kindred clan of Skaht.

Tchawkuh and Troodoh Tribes: These allied nomads roam the northeastern plains of the Sea of Grass.

Prairiecats

100 points

Prairiecats are huge, heavily muscled **cats**, the descendants **of** pre-War attempts to **recreate** sabertooth tigers. Males stand nine or more hands (3 feet) at the withers and weigh **from** 250 to 350 pounds (2-hex size). Females are only slightly smaller. Both sexes possess upper fangs 3 to 4 inches long, and have long legs built for distance running. Most are tawny brown or mouse gray in color, but some are pure white, jet black, ruddy brown, blue-gray, and various shades of yellow. Those with **teegrai** blood possess rosettes and even dark spots attesting to their mixed heritage.

The Prairiecats joined the Horseclans around 2132. Milo Morai, the leader **of** the Horseclans, first spoke “The Promise” (see sidebar, p. 56) to Wolfkiller, the “Mother **of** the Prairiecats.” That oath has come to symbolize the kinship which exists between the Cat Clan and the Horseclan “two-legs.”

Advantages and Disadvantages: A prairiecat PC automatically gets **3 times** ST, **+3** to DX, **-2** to IQ, **+4** to HT. Figure Speed as for humans and **double** it. A thick pelt protects for a PD 1, DR 1. A Cat gets **+4** to Telesend and Telereceive abilities.

A prairiecat has **+3** Acute Taste and Smell (p. B13) which can be applied to any Detect Lies and Tracking **rolls** because a Cat uses scent for both of these activities. Cats are color-blind (p. B20), but this disadvantage does not affect Tracking rolls. Many skills are impossible for a Cat, including most Artistic, Combat/Weapon, and Craft Skills. The GM has the final word in determining whether or not a skill could be used by a prairiecat.

Cats *may* own property, but — aside from a slave or a wagon to ride — usually don’t. They have no interest in material goods other than food. Treat them as having the Poverty disadvantage: “Poor,” starting wealth \$200.

A Cat starts aging at **30**, and rolls at (HT-2) every 6 months thereafter.

Recommendations: For a PC cat, strong Mindspeak abilities should be taken (seep. 77), but the exact degree is **up** to the player. Some cats are wild, but most PC cats will accompany a clan or a Confederation military unit. Disadvantages like Laziness and Gluttony are appropriate.

Friends and Enemies: Prairiecats react at a **+4** to anyone who can mind-speak to them; negative modifiers may apply if the Cat is hungry, in danger, and so on. Prairiecats will kill two-legs in battle, but shudder at the thought of having to eat one. However, a prairiecat becomes the Cat-brother (or Cat-sister) of anyone willing to recite “The Promise.” Only the Horseclans are aware this oath even exists, **so** cat allies **of** other races are few indeed.

Likes and Dislikes: Cats are mainly interested in life’s luxuries: mating, eating, getting scratched behind the ears, and **so** on. They enjoy battle but are uninterested in political justifications more complicated than revenge (which they understand clearly). Most dislike water.

Roleplaying: Cat personalities can be as complex and individual as human ones. One way to think of a Cat is as the ultimate Horseclansman — big, tough, cheerful, uninterested in possessions but very concerned with personal prestige. But individuals may differ!

Cats refer to themselves in the third person: “This cat is hungry.”

Half-Breed Prairiecats

20 points

Shortly after the Horseclans reached the East Coast, most of the prairiecats returned to the Sea of Grass, finding the Eastern climate unpleasant. Those that remained with the Kindred were soon interbreeding with treecats; the results were less than spectacular.

A half-breed prairiecat is relatively runty — only about four to five hands at the withers and weighing 100 to 175 pounds (I-hex size). Their upper cuspids

Prairiecat Weapons and Armor

Under normal circumstances, a prairiecat does not **need** artificial weapons or armor. In organized battles, a Cat will wear fang-spurs (sometimes called “tooth-spurs”) on its upper cuspids. These must be put on and taken off by a two-legs helper. They increase the normal biting damage by **+2** and protect the teeth when crunching through armor (negligible weight; cost **\$100** per pair). These are extremely uncomfortable and the Cat risks injury if he eats while wearing them. But a Cat who bites armor without them must make a DX roll every time he bites, or take **1** hit of damage; a critical failure on the DX roll means a broken fang!

In battle, some Honeclans cats wear heavy leather armor to protect the torso (PD 2; DR 2; weighs 20 pounds; costs **\$400**). Confederation battle-cats wear similar armor faced with chainmail (PD 3, but still only **2 vs.** impaling attacks; DR **4; 50** lbs.; **\$700**). But cats are not designed to carry such weight; count armor **as** triple its weight for encumbrance purposes.



Prairiecat Names

Prairiecats often have descriptive kitten names such as Furball, Skinkiller, Mole-Fur, and **so** on until they mature.

Adult prairiecats usually adopt a name which reflects their personality, habits, **quirks**, or experience (Bloody Fang, Lover-of-Water, Old Cat, Rider of the Mountain, Stealth); a favored prey (Bearslayer, Bullbane, Deerbane, Deerkiller, Elksdeath, Killer-of-All, Wolfkiller); or their appearance (Cloudgray, Crooktail, Dirktooth, Flopears, Flatear, Graypaw, Hookclaws, Shortteeth, Snowbelly, Spotted One, Steelclaws, Whitetip).



The Promise

There are two basic forms of “The Promise” to be mindspoken by a two-legs to a prairiecat.

The version recited to a male Cat is: “I will care for your kittens and females and vouchsafe you a clean death, when your **teeth** have dulled and age rests upon you.” (1/55)

The version recited to a female Cat is: “I will care for you when you are nursing and for your kittens, should you be slain. I will send you quickly to Wind when age has dimmed your **eyes** and dulled your teeth.” (1/27)

When The Promise is mindspoken to a Cat, the two-legs is forever allying himself to that particular prairiecat. Cats take the Promise very seriously indeed; a Cat gets a Detect Lies roll at +3 to detect insincerity. Since cats already have a +3 **on this** skill because of their **keen** sense of smell, the net effect is that the cat rolls **vs.** its IQ even if it **does not** have **this** skill! A Cat who detects a false promise may react with violence, though simple contempt is more likely.

are only about 2” long. Their mindspeak is good by human standards, poor by Cat standards (see sidebar, p. 82).

A half-breed prairiecat PC has a base cost of 20 points and gets **2 times ST**, +3 to DX, -3 to IQ, and +3 to HT. The pelt protects for PD 1, DR 1. They have all the other advantages and disadvantages of pure-breed Cats, plus — at least amongst the prairiecat race — a Social Stigma disadvantage for being a “second-class citizen” (-1 reaction, p. B19), being constantly subjected to insults from the bigger pure-breeds.

The Confederation uses half-breed **cats** as scouts. They are attached to military units; many are given no names, but only numbers. This practice endears neither the runts nor their masters to the true prairiecats.

Prairiecats in Combat

Cats bite for *impaling* damage based on ST (see **Biting Damage** sidebar, p. B136, but at +2 for the saber teeth) and clawing (close combat only) for *impaling* damage of 2 dice (male Cats) or 1+2 (female Cats). Half-breeds do -2 clawing damage because of their inferior size and strength.



Teenehdjook/Kleesahks

150 points

The Teenehdjook are a huge, peaceful nonhuman race, once called “Sas-quatch” by mankind. They inhabited the mountains, forests, and wastes to the west of Kehnooryos Ehlahs and the Middle Kingdoms, but were thought merely a legend for centuries. The first true **man** to **know** them was the Tribal Bard of

the Horseclans, Blind Hari of Krooguh, who was rescued by them when returning from the newly founded Confederation to the Sea of Grass in the year 2605.

Only a few years later, the Teenehdjook were forced from their mountain homes and into the Kingdom of New Kuhmbuhluhn, where they allied themselves with the men of that realm. Shortly thereafter, they began interbreeding with the women of a giant Ganik tribe. The result was a hybrid race called Kleesahks. Most Kleesahks are sterile or nearly so.

Not many years later, a strange malady killed all the pure Teenehdjook residing in New Kuhmbuhluhn, leaving only the Kleesahks. By 2723, there were only a few Kleesahks — the last known remnants of their race — still living as loyal subjects to the Crown in New Kuhmbuhluhn.

Teenehdjook and their smaller hybrids, the Kleesahks, are huge hominids covered with hair about like that of the very hairiest men; only their hands and faces are exposed. The “whites” of their eyes are golden or green.

Teenehdjook are over ten feet in height and proportionately heavy. Teenehdjook do not start aging until they reach 300, and then they roll for aging (p. B68) once every other year.

Kleesahks stand up to nine feet in height and are of proportional weight. Kleesahks do not start aging until they reach 150; then they age normally.

Advantages and Disadvantages: A Teenehdjook starts with **5 times ST**, +3 to DX, +3 to IQ, and +3 to HT. A Kleesahk gets **3 times ST**, +3 to DX, +2 to IQ, and +3 to HT.

Both races **automatically** have Night Vision (p. B15). They also get +1 Toughness, +1 Acute Taste and Smell (p. B13) and +2 Acute Vision (p. B13); additional levels must be paid for normally. They get +3 to all medical and psi skills. They automatically get a Power of 10 in Telepathy, and may increase this power at normal price. Their Illusion ability (p. 81) is at -3 for every quarter-pound of iron or steel within a yard.

Due to their giant size, neither race may use a bow or crossbow unless it is specially constructed to suit their oversized proportions.

Recommendations: Most Teenehdjook and Kleesahks have the Self-defense Pacifism (p. B26) and Honesty (p. B25) disadvantages. Both races are superlative hunters and foragers (see Tracking and Naturalist, p. B43). They are also extremely skilled craftsmen, capable of building with stone, wood, or any other materials. Most will have Mountain and Woodlands Survival (p. B43).

Friends and Enemies: Teenehdjook feared true-men until they learned, from Hari and the New Kuhmbuhluhnners, that some men may be trusted. Until 2605, therefore, Teenehdjook have a -4 reaction to any human. Thereafter, they only have a -1 reaction, and that only to strangers. Teenehdjooks and Kleesahks have a -4 reaction from strangers because of their fearsome looks, but a +4 from those who know them as honest and gentle.

Likes and Dislikes: Unlike true-men, Teenehdjook and Kleesahks do not take pleasure in causing hurt, pain, or death; they kill only for food, or to save their lives or those of their loved ones. They also enjoy the mountain heights. They dislike bloodshed — though one Kleesahk, Buhbuh, was quite mad, and led the vicious Ganiks for 70 years before Bili the Axe slew him.

Note to GMs: Teenehdjook are far too powerful to be allowed as PCs — their point value is in the neighborhood of 300. Even Kleesahks can unbalance an adventure; they are probably more appropriate as NPCs.

Witchmen

The Witchmen (see p. 40) are the last survivors of the Two-Day War (with the notable exception of a few Undying such as Clarence Bookerman and Milo Morai). They were the staff of the J & R Kennedy Memorial Research Center,

100 points



Teenehdjook Weapons and Armor

Teenehdjook and Kleesahks prefer to use primitive wooden, stone, or bronze hand weapons. They will throw stones and hurl spears, bolas and hand darts; their only missile weapon is the sling. They will wear whatever armor they are given, but do not like wearing iron or steel due to the interference it causes their psionic abilities.

Teenehdjook Names

Teenehdjook and Kleesahks need only personal names due to their small numbers. An elder is often addressed as “Master,” “Elder,” or “Pah-” followed by the personal name; all of these forms show respect and deference. Teenehdjook and Kleesahk names include Ahszkuh, Buhbuh, Ehlmu, Haidehn, Hohmah, Lehn-duhn, and Oodehn.

Some Teenehdjooks (e.g., the Fowler) are known by a nickname instead.



Witchman Names

Witchman names are pronounced and spelled like normal 20th-century ones. French, German, Italian and other nationalities are possible, though all the original Center **staff** were American by loyalty if not by birth.

Witchman Weapons and Armor

The Witchmen possess large stores of **TL7** items — mortars, machine **guns**, impact bombs, grenades, poison gases, pharmaceuticals, etc. This material will not be expended without a good reason, though . . . and the Witchmen are always **very** interested in finding caches of 20th-century supplies to add to their own.

For short missions, they often have military sidearms, grenades, a rifle or sub-machine gun, and a short-range communicator (often miniaturized and disguised as a piece of jewelry). For infiltration into enemy territories, they frequently operate without anything but an easily concealable pistol, grenade, and long-range communicator (disguised as a large chest or **trunk**).

All this will seem like magic to any PC born after the 20th century, and need not be described in great detail . . . unless it falls into the hands of such a character. The wise thing to do is to take the cursed thing to Milo. A PC who experiments is merely giving the GM the chance to make a number of skill and IQ rolls — at -10 or so — and risking an interesting death.

inventors of a device which allows one mind to be transferred into the body of another. When the Two-Day War broke out, the Witchmen sealed themselves inside the Center for several years. They emerged after the plagues, and since then have sought to restore the United States of America to its former glory — with the scientists in charge, of course. Witchmen can appear in many forms since they can change bodies almost instantly.

Advantages and Disadvantages: All Witchmen — and a few favored servants — possess the power of Mind Transfer (p. 82). If, during the course of a campaign, a non-Witchman distinguishes himself in the service of the Witch Kingdom, he may find a sponsor before the Council. If the Council approves, the PC may receive a new body.

All Witchmen are Literate. They learn all of their skills at **TL7**. They can learn **any** skills which existed in 20th-century America, including skills which no other race has access to, such as Piloting (Helicopters) and all Scientific Skills.

Recommendations: Many Witchmen are multilingual; some speak languages long dead elsewhere. They have very high levels of scientific skills — and other skills useful for intrigue and political infighting. Witchmen are very rank-conscious, but associate status with intelligence and education (most hold one or more degrees). Most will have the Center as a very powerful Patron to whom they owe a Duty. Since the Witchmen have lived for centuries, they are formidable, holding their own against all comers until Milo Morai shows up . . .

Friends and Enemies: They consider all outsiders “lesser races.” Their native troops from Broomtown get a -1 reaction; slaves and warm bodies from Puerto Rico and other locations get a -2; outsider “barbarians” get a -3 or worse. Their biggest enemy is the Eastern Confederation; Milo is their sworn foe. But they are almost universally hated; ordinary people — once they realize they are dealing with Witchmen — react at -5. Nevertheless, the Witchmen are clever and persuasive, and have repeatedly subverted whole nations and religions to their will.

Likes and Dislikes: Witchmen long for the comforts of 20th-century living. Even the plush Center is not comfortable enough. Broomtown Base is a hardship post, and the “savage” territories are pure hell. The main point of life for many Witchmen is a constant petty maneuvering for titles, favors, and preference.

Although some Witchmen are guilt-ridden about their parasitic existence, others revel in it. Among the Witchmen are a few sincere seekers after knowledge, and a few genuine reformers, but most are simply evil — the more so because of their pettiness.



Zahrtohgahns/

Black Kingdoms Mehrikans

0 or 10 points

The Black Kingdoms (see pp. 14 and 41) are home to two races: Black Kingdoms Mehrikans and Zahrtohgahns. Both races have ebon skin, dark eyes, and black, kinky hair (though Zahrtohgahn doctors will often shave their heads in the interests of cleanliness). They live in those lands once called New York State and the Hudson River Valley.

Zahrtohgahns are the dominant race in the Black Kingdoms. Most are faithful Moslems (see p. 74). They abstain from drinking alcohol, pray daily, and often have fatalistic attitudes.



Black Kingdom Mehrikans inhabit the more barbaric Black Kingdoms. They are sought as mercenaries almost as much as the Zahrtohgahns are sought as physicians. Most are warriors of great courage and integrity. A character of this race is four inches taller than normal for his ST.

Advantages and Disadvantages: A Zahrtohgahn has **+1** to IQ. Pay 10 points to be a Zahrtohgahn. Black Kingdoms Mehrikans have no special advantages or disadvantages.

Recommendations: A PC from the Black Kingdoms — Zahrtohgahn or not — wishing to become a physician, will be apprenticed to a Master Physician at the age of 13 or 14 for some 15 years. Apprentices from outside the Black Kingdoms are accepted only on a Very Good reaction, though once accepted they will meet with no prejudice. Zahrtohgahn apprenticeship allows all medical skills to be learned at TL4, and is a 10-point Unusual Background advantage.

Apprenticephysicians must meet certain minimum standards: DX 11, IQ 11, and HT 11; Literacy; both Telesend and Telereceive at 13+, and Mindshield at 12+. An apprentice will usually be assigned to a single Master Physician and will travel with that worthy.

Master Physicians must meet with the approval of the Elder Masters and have certain prerequisites: ST 11, DX 13, IQ 13, and HT 11; Literacy; Diagnosis, Forensics, Physician, and Surgery skills all at level 15 or more. Further, a Master must always be training a single apprentice assigned by the Elder Masters. An apprentice of 50 or fewer points is considered a Dependent.

Friends and Enemies: In general, any Zahrtohgahn physician recognized as such (and they're easily recognized) will get a +2 from anyone, or a +4 from nobility and military men. The Elder Masters are on extremely friendly terms with the Eastern Confederation after the year 2600. Thus, Black Kingdoms physicians enjoy "diplomatic immunity" within the Confederation and **cannot** be imprisoned, coerced, or even reprimanded except by a High Lord or Lady.

Likes and Dislikes: Courage, self-discipline, and pride in one's work are all esteemed by Black Kingdomers.

Zahrtohgahn Weapons and Armor

Zahrtohgahn and other Black Kingdom warriors use weapons and armor of distinctive appearance. Most of their swords and daggers are cruelly curved or wavy-bladed, forged from the finest grades of Zahrtohgahn steel, of quality comparable to those of the Middle Kingdoms.

Weapons used in the Black Kingdoms include the spear thrower (called **ail-ail** with a javelin called an **assegai**), dirk, light saber, spear, and scimitar or yataghan.

When it is worn at all, armor consists of padded cloth or chainmail, a metal helm, and a target shield or buckler.

Zahrtohgahn Names

Zahrtohgahn names — especially those of nobles — tend to be rather complex. The given name comes first. Male names include Ahbdool, Ahboo, Ahkbahr, Ahkisahee, Ahlee, Akhmehd, Eeshmaheel, Fahreed, Hahseem, Moostahfah, Nahseer, Ohmahr, Raheen, Saheed, Wahdjeed, Wahleed, and Yusuf.

Female names include Ahyeesha, Fah-teemah, and Widahd.

Black Kingdoms names, like M'Gonda, tend to follow African rather than Arabic patterns.

Given names are usually followed by one or more cognomens. Some common cognomens are:

abd (name or word). Abd means "servant" or "slave" and indicates servitude or allegiance to a particular cause. Thus "abdallah" means "slave of God."

abu (name). Abu means "the father of" and indicates pride in one's son or daughter. It can also be used figuratively to express a certain expertise or mastery.

al-(word). Al-, in this instance, simply means "the." It can refer to the character's vocation, skill, or quirks.

al-(place). Al-, in this instance, means "of" and refers to the character's town of residence or birth.

ibn (father's name). Ibn means "the son of," but can also refer to a more remote ancestor.

bint (father's name). Bint means "the daughter of," but can also refer to a more remote ancestor.

So, for instance, a noble might be Fahreed al-Nazir abd-Abhtahn ibn Ali — or "Fahreed of Nazir, slave of the Captain (that is, a warrior servant of **Ahlah**), of the line of Ali."

Advantages, Disadvantages and Skills

This section will discuss some options for character design as they apply to the world of the Horseclans.

Advantages

Literacy *see sidebar, p. B 11*

Characters are illiterate unless they pay 10 points for Literacy. Exception: Witchmen and other characters born during or before the 20th century are automatically literate.

Patrons *see pp. B17-18*

A logical Patron for a Freefighter is a mercenary captain — who will pay for his services as a member of his fighting condotta. Using private armies as Patrons can form the basis of an entire campaign, in which case *Military Rank* (p. 62) will prove extremely helpful. Other Patrons can include nobles, clans, or organizations (guilds, religious sects, and so on).

Reputation *see p. B12*

This advantage is very important to military types, since it affects reaction rolls for hiring and promotion. It is possible to have more than one Reputation (see *Military Orders* below), but these should only be recorded separately if the two Reputations have different “spheres of influence” — affect different people and/or have different recognition frequencies. Reputation modifiers are cumulative, but cannot exceed +4.

Military Orders are military decorations or honors. Since they are Orders of Knighthood, they give their holder a Social Status of 2 (*see p. B16*); if this is an increase, the cost for that rank must be paid by the character when the “knighting” takes place. When an order is displayed — e.g., on a helm, breastplate, or baldric — the wearer automatically receives the associated Reputation of that Order. Some examples are:

Copper (Red) Cat of the Confederation: +1 from all military types except barbarians; all the time. Annual stipend of \$100.

Black Bull of Pitzburk or Blue Bear of Harzburk: +2 from all military types, except barbarians; all the time. No annual stipend. Note that these two orders are traditional foes!

Silver Cat of the confederation: +2 from all military types except barbarians; all the time. Annual stipend of 30 ounces of silver (\$300).

Gold Cat of the Confederation: +4 from all military types except barbarians; all of the time. Annual stipend of 100 ounces of silver (\$1,000). Only awarded to Confederation Regular Army members.



Bud Reputation: This disadvantage is especially appropriate for outlaws, turncoat mercenaries, and so on.

Changing Reputation: A PC may not buy improved reputation unless he's done something heroic to warrant it.

Status

see p. B16

In the world of the Horseclans, Status 8 covers those who stand above kings and emperors — the Undying High Lords and Ladies of the Eastern Confederation. PCs may never start with a status over 4, but may earn higher levels during the campaign, up to Status 7.

All Undying discovered so far in the Confederation have been elevated to High Lord/Lady, thus achieving Status 8 in one jump. So far, all newly discovered Undying have been intelligent and trustworthy. Milo has never had to deal with a loutish or incompetent Undying among his High Lords. He would assuredly find a way to deal with such a one without endangering the Confederation.

Toughness *see p. B26*

Some nonhuman races start with a Toughness of 1. For 10 points, this can be raised to DR 2; for 25 points, it can be raised to DR 3.

Disadvantages

Addiction *see p. B23*

Tobacco — available loose, as pipe tobacco, or in cigars — is common (\$1/day) in civilized areas, but hideously expensive in the wilderness; it is a 5-point addiction. Hemp is plentiful and cheap (\$3 per daily dose), but its juice is a powerful hallucinogen, so hemp addiction is a 10-point disadvantage. Alcoholism (p. B23) is fairly common, even on the Sea of Grass.

Youth and Age *see p. B20, B22, B68*

For horses, cats, Teenehdjook/Kleesahk, and Undying, aging parameters are given under the racial description. Human characters receive -2 points per year under age 14 (considered the “age of accountability”) and -3 points per year over 50.

Blindness, Lame *see p. B20, B22*

The Couplets of the Law forbid any Horseclansman from holding a position of leadership if he is incapable of leading in battle. Blind or legless Horseclansmen can live full lives but may not lead. Paraplegic Horseclansmen would be sent to Wind (probably at their own request); don't create a character this severely handicapped.

Enemies *see pp. B30-31*

A single highly-placed foe is a dangerous enemy — for instance, a *thoheeks*, commanding a whole duchy, would be the equivalent of a medium-sized group and be worth -20 points.

Many nations and organizations have traditional enemies which a PC might acquire. Examples of mutual hostility include the Eastern Confederation and the Ehleen Church (or “holy order”); Eastern Confederation and Witch Kingdom; Kingdom of Karaleenos and Kingdom of Kehnooryos Ehlahs; Harzburk and Pitzburk; Ahrmehnee and Ehleen.

Phobias *see p. B27*

Ghosts (Gastophobia): You are afraid of ghosts, boogies, and spirits of any sort, especially vengeful ones. When confronted by a ghost (or an apparent spirit), you must roll vs. IQ-6 immediately, or panic. Ahrmehnee characters will not voluntarily leave the head of a fallen foe; they believe taking the head traps the foe's spirit. See also p. 43. -10 points.

Women (Gynophobia): **You** are afraid of the “contaminating” touch of the female sex. This fear is sometimes found in especially debauched Ehleens. **-10 points**

Social Stigma

seep. B19

Barbarian: In a setting dominated by Kingdom Ehleens, all “uncivilized” races, such as the Ahrmehnee, Horseclansmen, Middle Kingdom Mehrikans and Mountaineers, are considered barbarians. Ganiks are worse than barbarians; *seep. 46*.

Bastard -5 or -10 points. Patrimonies and political positions are often not available to bastard children. Bastards receive a -1 or -2 reaction from those aware of their “doubtful” lineage. This advantage may be “bought off” (p. B67) if the bastard is publicly legitimized — usually on account of some singular act of courage. A bastard can be legitimized by his true father, by a highly-placed man willing to accept the person as his child, or by a Clan Chief acting as “father to the clan.”

Skills

Characters of a particular race may be forbidden to choose a specific skill or severely limited in the skill levels that can be attained. Most skills are those appropriate to TL3 and below.

Skills unavailable in this TL3 world include Alchemy*, Battlesuit*, Beam Weapons*, Bicycling, Demolition, Free Fall, Karate, Motorcycle, Parachuting, Photography, Powerboat, Scuba, Sign Language, and Vacc Suit*.

The starred skills did not yet exist at the time of the Two-Day War and are not available to **any** character unless the Horseclans world develops them. GMs setting campaigns on other continents must decide for themselves which skills are available.

Animal Skills

seep. B35

Being able to Mindspeak (p. 77) with an animal gives an Animal Handler a +4 modifier on all tasks set for a trained creature, as well as on handling wild, dangerous, or untrained ones.

Riding skill is different for each type of mount — horse, camel, elephant, and **so on**. Being able to Mindspeak with the mount will allow you to gain its cooperation with just a single “good” (or better) reaction roll, made at **+5**; this then allows a **+3** to Riding rolls.

If a **veterinarian** — commonly called a “horse-leech” — can Mindspeak with an animal and gets a reaction of “good” or better, he gets +2 for all efforts to treat the creature. Failing this, every horse-leech worthy of the name carries a “mercy axe” to end the suffering of any animal beyond saving.

Armoury/TL

seep. B40

You may specialize (*seesidebar*, p. B33) in armor, bows (and arrows), hand weapon, or siege engines, but are not required to do **so**. Note: This skill is dramatically different for Broomtown and Witchmen characters (see pp. 44, 57).

Black Powder Weapons

seep. B37

Black powder weapons are limited to the flintlocks and swivel rifles used by isolated Dirtmen settlements or by plains rovers. Broomtowners and Witchmen could manufacture black powder weapons, but they are already using more advanced firearms. Likewise, Milo could build black powder weapons, but chooses not to. Among the known survivors of the twentieth century, this leaves only Dr. Bookerman — who could certainly build such weapons, and might do so if it would advance his plans . . .

Driver

seep. B53

This skill is different for each type of vehicle. Some common **types** include trader-wagons (huge transports used by traders on the Sea of Grass), chariots (called “war-carts” in the Southern Kingdom/Duchies), wagons, and carriages.

Only Witchmen might have a working **car** or truck.

Engineer/TL

seep. B40

Some of the more common Engineer skills include:

Sapping: tunnelling, undermining fortifications, and **so on**.

Shipwright (prerequisite: Mechanic): TL3 sail- and man-powered boats, pirogues, ships, and **so on**.

Siegecraft (prerequisite: Mechanic): fortifications, siege towers, catapults, dart engines, battering rams, and **so on**.

Wainwright (prerequisite: Mechanic): primitive wheeled vehicles such as chariots, wagons, carriages, and **so on**.

Broomtowners and Witchmen may specialize in other high-tech Engineer skills.

Fencing

seep. B38

For most Horseclans folk, this refers to skill with the saber; lighter blades like the rapier are known in the Middle Kingdoms, Ohyoh, etc., as duelling weapons.

Gunner/TL

seep. B38

Most characters are limited to learning the Siege Engine Gunner skill — which includes catapults, dart engines (ballista), trebuchets, and **so on**. Broomtown and Witchmen characters can learn to use 20th-century artillery.

Guns/TL

seep. B38

This skill is generally limited to Broomtown and Witchmen characters. There are exceptions (e.g., Milo Morai, settlements of Dirtmen, Ganiks, and **so on**), but they are few. The GM must approve any PCs learning this skill. Note: Having this skill **still** does not guarantee the availability of firearms or ammunition.

Mechanic

seep. B54

There is a fine line between “mechanics” and “engineers” in this Tech Level 3 world. Engineers plan and execute the original design of constructs and the Mechanic keeps them functioning. Like Engineer skill, Mechanic skills differ from one type of machine category to the next (and from one TL to another). Some common types include:

Shipwright: primitive sail- and man-powered boats, pirogues, ships, and **so on**.

Siegecraft: fortifications, siege towers, catapults, dart engines, battering rams, and **so on**.

Wainwright: primitive wheeled vehicles such as chariots, wagons, carriages, and **so on**.

In addition to these, Broomtowners and Witchmen may specialize in other high-tech Mechanic skills (see pp. 44, 57).

Medical Skills

seep. B42

First Aid includes the ability to irrigate and cauterize a seriously bleeding wound — given the proper tools (an irrigation bulb and tubing, **some form** of antiseptic or alcohol, a brazier, and a white-hot iron) — and similar battlefield surgery techniques. A “wound burning” is described in excruciating detail at 1/8-10.

Most **eeahrtrohsee** (physicians) are limited to TL3 remedies and procedures. However, the Broomtowners and Witchmen often have TL7 techniques and facilities at their disposal.

The famous Master Physicians of the Black Kingdoms (pp. 14, 59) often have medical skills of 18 or better, and have TL4 medical knowledge. **Teenehdjook/Kleesahks** receive a +3 on all Medical Skills. They often supplement their superlative skills with a powerful form of psionic healing (p. 81).

Note that Horseclans medicine, though its implements are crude, often has the advantage of 20th-century understanding. The concepts of sterility and disease germs are known to the **Zahrtohghans** and other enlightened workers.

Scientific Skills

see pp. B46-B48

Most characters are limited to learning the science skills listed below, at TL3:

Agronomy	Engineer	Naturalist
Astronomy	Geology	Occultism
Botany	History	Physiology/TL
Chemistry/TL	Linguistics	Psychology/TL
Criminology	Literature	Research
Ecology	Mathematics	Theology
Economics	Metallurgy	Zoology
	Meteorology	

Witchmen and Broomtowners can learn any science available at TL7.

New Advantages

Blessed

10/20 points

A Blessed individual has the special favor of the Encompassing One. See p. 74 for particulars.

Longevity

40 points

Your lifespan is naturally very long. You fail aging rolls only on a natural 17 or 18. A character with this advantage gets no points by taking Age as a disadvantage!

Military Rank

5 points/level

Just as Status (p. B16) reflects your position in society, Military Rank reflects your position within the military. Each rank has authority over those of lower ranks — regardless of personal ability. Titles of ranks are listed in the **Military and Warfare** section for each nation (see pp. 12-41). General equivalents are: General (8) Lieutenant-General (7); Colonel (6); Major (5); Captain (4); Lieutenant (3); Sergeant (2); Corporal (1); Private (0). Thus, ranks 3 and above are commissioned officers.

In the Eastern Confederation and Middle Kingdoms armies, senior officers (rank 5 or 6) must have a Leadership skill of at least 11; general officers (rank 7) must have a Leadership skill of at least 13. Incompetence in the higher ranks is not tolerated under any circumstances. This prerequisite *can* be satisfied by its default of ST-5. It is strongly recommended that no PC be allowed to start the game with a Military Rank above 5, since high rank is bestowed only on leaders of *proven* ability.

Military Rank, unlike social status, costs no money to maintain. But insubordination, extreme cowardice, or stupidity can cause a permanent or temporary **loss** in rank, depending upon your superior's reaction (as played by the GM).

Brevet ranks are given by superior officers (usually of Rank 3 or higher) to *temporarily* increase your rank for a predetermined amount of time — until the end of a battle, campaign, or the like. To keep a brevet rank, you must meet the requirements of that rank as well as pay the point cost (see p. B66).

Cost: 5 points/rank, up to Rank 8. In lands where rank may be purchased (see p. 66), a PC who is Wealthy or better gets Rank 1 for no points. A Wealth level of Average or less *doubles* the point cost of Military Rank from 1 to 6.

In most lands, Military Rank carries some automatic Social Status, which need *not* be paid for separately and *has* no cash cost to maintain. The “default” here is one level of Status for every 3 of Rank, rounding to the closest number. Where this varies, it will be mentioned in society descriptions.

Undying

175 points; cannot be deliberately bought

Milo Morai, and a very few others, are **Undying**. The Undying are a very rare breed, and appear to be sterile, but their long lifespan and incredible hardiness make them a force to be reckoned with. They have the singular ability to rapidly *regenerate* injury. When conscious or sleeping, they recover 1 HT *every other turn* until fully healed. When unconscious, the Undying recover 1 HT *every turn* until reaching HT 0 and consciousness.

Undying can be killed if deprived of air through strangulation, drowning, smothering, prolonged crushing of the lungs and chest, etc. Each 10 seconds without oxygen costs the Undying 1 HT, which does *not* regenerate unless the Undying gets air again. When (-HT) is reached, the usual rolls must be made to survive, and at (-5 x HT), the Undying dies. They will also die from a *very great* amount of damage (HT x 10) of any type, coming too fast for the body to regenerate. Once an Undying dies, he stays dead.

An HT roll is still made for each crippling injury, and produces the same results — temporary, lasting, and permanent injuries — but *speed* of recovery is altered dramatically.

Temporary injuries regenerate at the same rate as normal physical damage and disappear when HT is restored. The injury heals without scarring.

Lusting injuries disappear after one to six days (roll one die). The injury will heal without scarring if the character makes a successful HT +5 roll. Critical failure causes a scar equivalent to a -5 point Bad Looks disadvantage; additional scars increase this by -5 points each time, up to a maximum of -20 points for a “hideous” appearance (p. B9). These scars may be healed, but must be bought off as if they were original disadvantages.

Permanent injuries heal fully in one to six weeks (roll one die). The injury will heal without scarring if the Undying makes a successful HT roll. Critical failure causes a Bad Looks disadvantage as described above.

However, if an Undying is struck a critical blow to the head, he must roll his HT immediately or lose his memory — not his skills, but his conscious knowledge of his past. This is what happened to Milo in 1936. The sheer weight of an Undying's memories can make them fragile.

Undying are also immune to such annoyances as boils, bronchial infections, disease, flu, hangovers, intestinal viruses, scabies, sore throats, and vermin.

Becoming Undying: Players may not take the Undying advantage for beginning characters. The Undying trait does not manifest at birth, but is discovered later in life. Thus, had Drek-hos Daiviz taken a heart-thrust at the age of 20, prior to the manifestation of his Undying, he would have died.

Whenever a mortal character suffers a serious injury (e.g., crippling injury, or HT reduced to 0 by wounds), he rolls vs. HT. If the result is a 3, the trauma has “awakened” the character's latent Undying powers and begins regenerating. Old wounds and maimings also regenerate! No more than one Undying roll per game-year should be allowed for each character.

Once a character is revealed as Undying, all unspent and future character points go towards the advantage until it has been paid off.

New Disadvantages

Intolerance

-5 or -10 points

An intolerant character automatically dislikes some particular race or religion. PCs must roleplay this; intolerant NPCs react at -3 to their pet hatred. Intolerance toward one race is worth -5 points; a general intolerance, such as the superior attitude most Witchmen show toward “lesser races,” is worth -10.

The Eastern Confederation shows intolerance towards any followers of the Ehleen Church. The Horseclansmen are intolerant of homosexuals; Moon Maidens are intolerant of men; Ehleenee are intolerant of unwashed heathen, and Horseclansmen in particular. Members of the disliked group will *sense* intolerance and react at -1 to -5.

Vow (Oath)

-1 to -15 points

You have sworn an oath to do (or not to do) something. This disadvantage is especially appropriate for warriors and “holy men.” Vow disadvantages are always taken seriously; otherwise they wouldn’t be disadvantages. The value of a vow is left to the GM’s discretion, but should be directly related to the inconvenience it causes the character. Some examples:

Trivial: (-1 point — a quirk). Always wear a holy object (cross, sun-talisman, moon-disk, etc.); abstain from alcohol; extend courtesy to all ladies.

Minor: (-5 points). Chastity; vegetarianism.

Major: (-10 points). Use no edged weapons; challenge all Pitzburkers of equal rank to duel to first blood.

Great (-15 points): Never refuse a request for aid; own nothing more than the gear you soldier in.

You cannot gain points for a vow if you are taking points for a similar disadvantage. Thus you cannot take a “vow of poverty” when you have the Dead Broke disadvantage, or a “vow against killing” when you already have Pacifism, and so on.

Most vows end after a specific time. The PC must buy off the vow’s point value as soon as it ends (or choose another vow or disadvantage to take its place). If the vow is broken, voluntarily or involuntarily, the GM may assign a commensurate Bad Reputation disadvantage (oathbreaker!) which, unlike the time-limited vow, lasts until it is bought off or the PC dies.

New Skills

Area Knowledge (Mental/Easy)

Defaults to IQ-4

This is the skill of familiarity with a given area. The GM should not require an Area Knowledge roll for ordinary situations — finding the blacksmith, tavern, or your own home — but could require a roll to locate a smith to shoe your horse at 3 a.m., or find the best ambush location along a stretch of road. No default roll is allowed for those who have not had a reasonable time to become familiar with the area.

Area Knowledge can be bought for any sort of area. The larger the territory, the less “personal” and more general your knowledge becomes.

Few Hundred Acres: Knowledge of trails, streams, hiding places, ambush sites, flora and fauna.

Hamlet, Village, or Small Town: All important citizens and businesses and most unimportant ones.

City: All important businesses, streets, citizens, nobles, etc.

Barony, County, Duchy, or Small Nation: General nature of its settlements and towns, political allegiances, governor(s), and most citizens of Status 5 and up.

Large Nation: Location of its major settlements or “state-lets”; awareness of its major customs, races, and languages (but not necessarily expertise); knowledge of folk of Status 6 and up (but not necessarily influence over them), and a general understanding of its economic and political ties.

Blowpipe (Physical/Hard)

Defaults to DX-6

This is the ability to use a blowpipe to shoot small (usually poisoned) darts. Such a dart cannot pierce normal clothing except on a critical success, and never penetrates cloth or better armor. If a dart hits exposed flesh or light clothing, the poison can take effect. Modifiers: -2 and up for wind, if outdoors.



Bolas (Physical/Average)

No default

This is the ability to throw the *bolas* — a length of leather cord with two or more weights attached — to entangle a victim. It is primarily used to stop herd animals and to hunt small game and birds. If it hits, use the hit location table to determine the body part automatically *grappled* by the bolas (see p. B99). If the head is hit, the target takes 1 die of damage in addition to whatever other effects the attack has. If the arm, hand, or weapon is hit, the target drops the weapon (does not affect shields strapped onto the forearm) unless a successful ST roll can equal or exceed the amount by which the attack roll succeeded. **Example:** If your attacker has Bolas skill 14, and he rolls a 10 to hit you, he made the roll by 4. To hold on to your weapon, you must roll against your ST and make the roll by 4 or better.

If the leg is hit, two legs are entangled. A running target falls — taking 1-2 damage — unless a successful DX roll can equal or exceed the amount by which the attack roll succeeded. If the attack roll was made by 5 or more, the bolas does the damage listed on the *Weapons Table*, regardless of its other effects. Once entangled, a victim requires three successful DX rolls (and one free hand) to get free; during this time, no other actions can be taken.

Falconry (Mental/Average)

Defaults to IQ-5

This is the skill of “hawking” — hunting of small game animals with a trained hawk. A good falconer will know hunting and training techniques, as well as how to care for a falcon (see sidebar, p. B138).

Catching a young falcon in the wild requires a week of search and a successful Falconry roll; a nest will have 1 to 3 chicks. Trained falcons can be worth as much as \$1,000 where falconry is popular (including the Middle Kingdoms and certain frontier duchies in the Confederation — namely Morguhn, Baikuh, and Vawn). An untrained chick only brings around \$150.

Heraldry (Mental/Average)

*Defaults to IQ-5
or Savoir-Faire-3*

This is the skill of recognizing and designing coats-of-arms, devices, plaid setts (employed primarily by Skohshuns), and other emblems. On a successful roll, a herald could recognize a knight or noble by the banner or shield being borne, and describe it in proper heraldic terms; create attractive and proper arms for a new noble (without conflicting with existing designs), and so on. The herald's roll would be modified based upon whether the design is well-known (up to +5), rare (-1 or more), or from a nation wholly foreign to the herald's own experience (at least -5).

This is a useful skill when dealing with the nobility. A modest noble may be pleased (if not mildly **surprised**) if his arms are recognized. A vain one may well become angry if his are not known!

Hypnotism

No default

This is the skill of affecting another mind through verbal and mechanical **means**. In the world of the Horseclans, it is known only by the Zahrtoghahn physicians. A successful Hypnotism roll gives +2 to any use of Surgery skill, being a quick and safe anesthetic (3/90, 13/209). Successful hypnotism also puts a subject to sleep, and can thus be used as an attack, though only against one person at a time.

Hypnotism can be made more effective by use of Mindspeak (+2 to Hypnotism roll if Mindspeak is successful — one attempt only). A successful Hypnotism roll will cause the subject's mind shields to be lowered automatically.

The *Mookahdir*, a hypnotic crystal, is used by the Black Kingdoms physicians. Such a crystal is worth at least \$500, even to those who know nothing of its use, and gives a +2 to any attempt at Hypnotism.

The first attempt at hypnotism takes 5 seconds. If the first attempt fails, a second attempt may be made at -5, taking 5 minutes. If that one fails, the subject is resistant and may not be hypnotized that day. Of course, a subject who is not familiar

with Hypnotism will not know exactly what has **been** attempted, but he may suspect witchcraft.

Should one wish to resist hypnotism deliberately, a Contest of Skills is made: Hypnotism skill vs. the patient's (IQ + Strong Will + 3).

Lasso (Riata)

No default

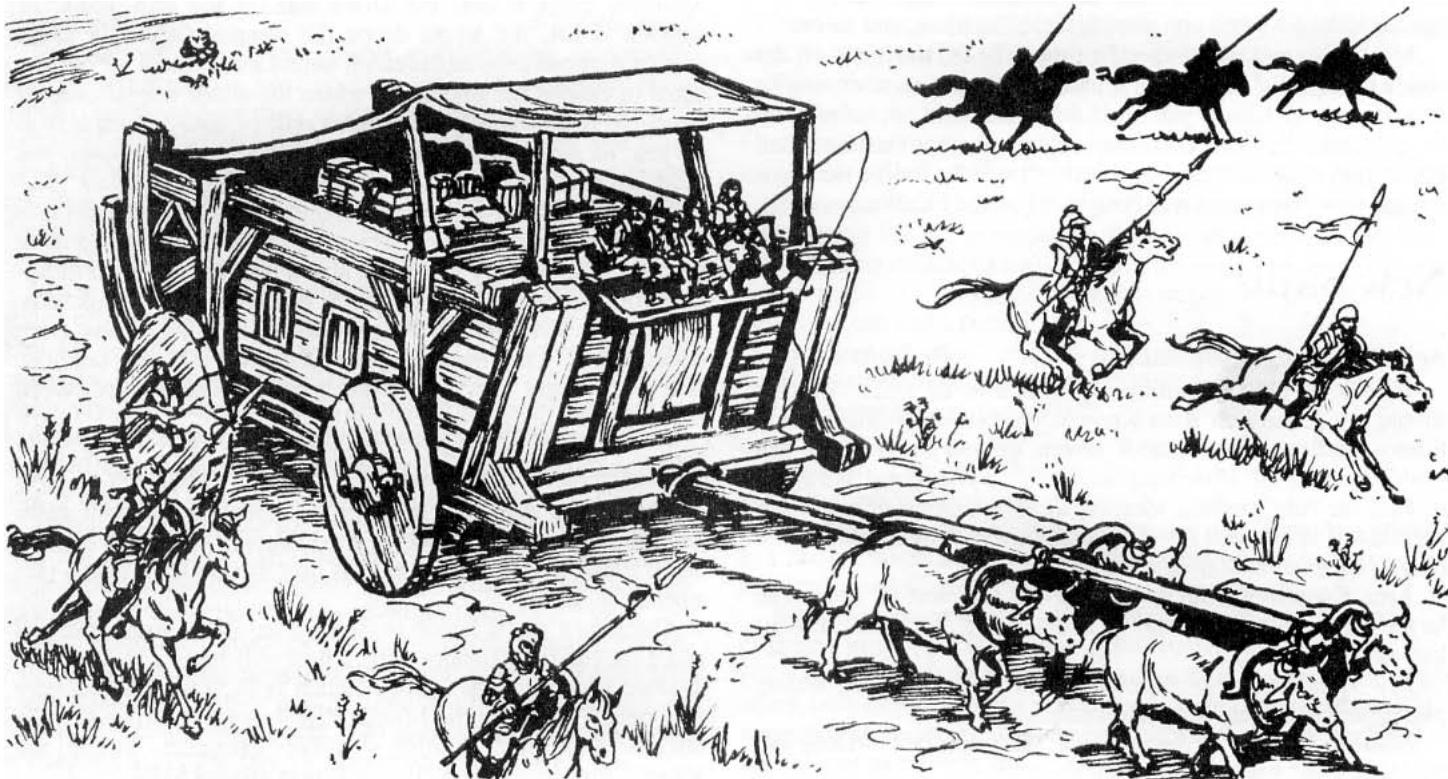
In the Horseclans series the lasso is also called "riata." It is used primarily to snare animals. On a successful roll, use the normal hit location procedure to determine the body part **lassoed**. If an arm or the body are lassoed, make a quick Contest of ST as if grappling the target (p. B99). If the head is lassoed, the target is at **ST-5** for the Contest of ST. If the foot is lassoed, then the target must make a **DX** roll to remain standing (**DX-4** if the target was running at the time lassoed); no Contest of ST is used. If the **DX** roll fails, the target takes **1-4** dice of falling damage; 1-2 if target is running (seep. B114).

To keep the target immobilized requires the lasso to be taut at all times; this can be done by hand, but while doing so you cannot take any other actions. If a horse is trained to keep the **lasso** tight (p. B139), its ST is substituted for the thrower's in the Contest of ST.

One cannot escape from a taut lasso without cutting the rope. Escaping from a limp lasso is done as for a bola, above.

Spear Thrower (Physical/Average) Defaults to DX-4 or Spear Throwing -4

This device, and the skill to use it, are distinct from the Spear Throwing skill (p. B39), but each defaults to the other at -4. A spear thrower is a long, flat stick with a notch and loop on one end — to increase the force with which a javelin or *assegai* is thrown. It effectively increases the user's ST by +5 for the purposes of determining the spear's range and damage. It takes 1 turn to place the spear into the thrower after both are in hand and ready. Modifiers: -5 if in tight quarters (**needs** at least a 6-foot clearance for effective use).



Social Status and Wealth

Status is very important in *GURPS* Horseclans. Each level carries certain rights and duties. The maximum Status that the GM should allow a newly-created PC will depend upon the type of campaign and the time period. In general, characters should not start above Status 4.

In general, Status 7 and 6 should be Wealthy or Very Wealthy; Status 5 and 4 should be Comfortable or Wealthy; Status 3 and 2 should at least be Comfortable; Status 1 should be Average. Those below Status 1 should have Average wealth or less. But these are only guidelines. To the nomads on the Sea of Grass, a good name and a true aim are more important than a full money-belt.

Average starting wealth — the PC's total net worth — is \$1,000. For Horseclans campaigning, the GM may allow PCs up to Very Wealthy to spend all their money on personal “adventuring” gear; it is easy to spend \$20,000 on a noble Freefighter's panoply! Filthy Rich PCs must assign 80% of their wealth to home or lands, or use it to raise a private fighting force (see *Mass Combat*, p. 84).

Note that nomads, dirtmen, mountaineers, and other “barbarian” types will usually start with little actual cash; they will have weapons, armor, and miscellaneous gear suitable to their background.

Cost of Living

Status doesn't always correspond to a specific standard of living, but it does give the best general indicator. Therefore, monthly cost of living is determined by the PC's status. Use the table on p. B131 for “civilized” characters.

Note that living below your status level in “civilized” settings may reduce your status! Roll vs. IQ each month; a failure means status drops by 1. The point value of your character drops if your status drops.

Jobs and Income

These rules replace the job and pay rules in the first and second editions of the *GURPS Basic Set*. Future editions will reflect this change.

In “civilized” campaign settings (that is, not on the Sea of Grass!), PCs may have jobs to provide income while they are not in play. The job must fit the campaign setting. Jobs can help cover the PC's cost of living, as required by his Status (pp. B131-133). The Job Table lists a number of jobs; the GM may add others. Some have skill or experience prerequisites (default values don't count here; you must have at least a half-point invested in the skill).

A character earns the standard monthly wage for his job if his *wealth level* is the same as that of the job. For example, someone with Comfortable wealth and a Comfortable job earns the wage listed for that job.

However, a Struggling character, at the same Comfortable job, earns only 1/4 as much, while a Wealthy person would earn twice the listed amount. Use the following table to determine what fraction of the listed wage each PC earns. Note that low-level jobs never pay very much; you can't be a wealthy tenant farmer. And high-level jobs are not available to those in low brackets; no noble makes merely average money.

If a character's time spent adventuring is part of his job (e.g., for a guardsman or Freefighter), his success should depend mainly on regular play, not random success rolls.

Character's Wealth

Level	Job's Wealth Level				
	Poor	Struggling	Average	Comf.	Wealthy
Poor	1	2/5	1/5	1/10	NA
Struggling	1	1	1/2	1/4	1/10
Average	1	1	1	1/2	1/5
Comfortable	1	1	1	1	2/5
Wealthy	1	1	1	2	1
Very Wealthy	1	1	1	4	2
Filthy Rich	1	1	1	10	10

Job Success Rolls

At the end of every month in which a character works, refer to the *Success Roll* column of the Jobs Table, and roll against the skill, characteristic or other number given there. *PR* stands for *prerequisite*; roll against the prerequisite for that job. When there are two or more prerequisites, roll against your best unless *Worst PR* is required, ignoring advantages (e.g., Status, Charisma) unless they are specifically mentioned. One advantage that will be specified as helping some job rolls is *Reaction*: the total of all positive and negative general reaction modifiers.

Thus, a street beggar always needs to roll a 10 or less, an animal trainer rolls against his best animal skill (the PR for his job), a titled noble rolls against his (Status + 10), and a thug rolls against either his Brawling skill or the weapon skill of his choice, minus 3.

Most jobs are with an established business or master. If you roll anything but a Critical Success or Critical Failure, simply collect that month's pay and go on. On a Critical Success, you get a 10% permanent raise to your income (but no more than one raise every 6 months). On a Critical Failure, check the table for the result.

Some occupations are freelance (or at least variable) in nature. These are marked with an asterisk on the table. For these jobs, the base income is awarded when the skill roll is made *exactly*. For other successful rolls, increase that month's income by 10% for every point the roll was made by. If the roll is failed, reduce income by 10% for every point the roll was missed by. A Critical Success *triples* income for the month. If a Critical Failure is rolled, earn no income — and check the table for other penalties.

Military Jobs

All military positions for the Horseclans world are considered “Average” jobs. However, though PCs of less-than-average Wealth *earn* less than the amounts listed, as per the table above, wealthier characters do not earn more. Increase cavalry pay by 40% for ranks 0-2; elite units (all ranks) will also *earn* at least 20% more.

The pay may seem low. But remember that there is no “cost of living” in the military. Food, clothing and equipment are provided; lost gear is replaced. (But a character who *starts* in the military must still buy his initial weapons, armor, etc., from his starting money.)

The military jobs listed below assume a professional fighting force, such as a Freefighter condotta or Confederation or Middle Kingdoms army. For Kingdom Ehleen armies, ignore the listed prerequisites for officers, and substitute Social Status of at least half the military rank desired; roll vs. (Social Status + 10) for your success roll. But *assess* Cost of Living appropriate to your social status; an officer is expected to live expensively.

Earning or Purchasing Military Status

In most armies, promotion is earned by demonstrated skill or prowess. Advancement in the ranks can be an important objective of military campaigns; the *Mass Combat* system (p. 84) also provides opportunities for individual PCs to show heroism.

However, it is standard Ehleen practice to sell military ranks. Each officer is entitled to sell the positions directly under his command, setting the price **as** he chooses and keeping the money. The price will be higher for a wealthy man (or scion of a wealthy family) **than** for a poor one. A **good** officer may lower the price for a man he wants **as** a subordinate; a corrupt or jealous officer may raise the price for a potential rival, lowering the price only for toadies.

The GM should roleplay the superior **NPC**, assessing the subordinate's ability to pay, and charging whatever the traffic will bear! An example: Stehrgianos Papandriais was **born** the heir to the *Komeeseeahn* of Pahtahtahskeera in the Southern Kingdom. After distinguishing himself in the Battle of Ahrbah-kootchee, he was offered the **rank** of Squadron Captain at a dirt-cheap price. To **raise** the money, all his father had to do was mortgage a whole city to the Ehleen Church! (16/176-182)

An officer who resigns his commission is entitled to a return of the price he paid, though he may not get it all back. But if an officer dies, his heirs are entitled to no refund; the superior may sell the position again.

Jobs Table

<i>Job (Required Skills), Monthly Income</i>	<i>Success Roll</i>	<i>Critical Failure</i>
Poor Jobs		
Street Beggar (no qualifications), \$100	10	-1i/3d
Street Vendor* (no qualifications), \$150	IQ-1	1d, -2i
Farm Worker (IQ 9+), \$200	12	LJ
Petty Thief* (DX 11+, Stealth 11+, Lockpicking or Pickpocket 10+), \$250	PR	2d, 3 mos. in jail
Struggling Jobs		
Servant (Savoir-Faire 13+, Status -1 or higher), \$150 and room and board	PR	LJ
Laborer (ST 10+), \$200	ST-1	LJ
Traveling craftsman* — Cobbler, Tinker, etc.* (Craft skill 11+), \$250	PR	-1i/2d
Clerk (Accounting 12+), \$300	PR	LJ
Thug* (Brawling 11+ or any Weapon 11+), \$400	PR-3	3d/3d , 1 year in jail
Traveling Bard* (Bard 10+), \$400	PR	1d (rotten fruit)/3d (rocks)
Average Jobs		
Shopowner* — Butcher, Baker, etc.* (Professional skill 12+, Status 0+, a shop), \$450	PR-1	-2i/-6i
Bureaucrat (Administration 12+, Status 1+), \$550	PR + Status	LJ/LJ , -1 status
Skilled Craftsman (Craft skill 13+), \$(Craft skill x 10)	PR	LJ/4d
Animal Handler (Animal skill 13+), \$650	PR	LJ/4d
Gambler* (Gambling 11+), \$700	PR-2	-10i/-10i, 3d
Doctor* (Physician 12+, Status 0+), \$800	PR	-3i/-3i, -1 Status
Military Jobs		
Trooper, Rank 0 (Weapon skill 12+), \$250	PR-2	3d/-1 Rank
Non-Com, Ranks 1-2 (Weapon skill 14+, Tactics 11+, Leadership 12+), \$200 + (Rank x \$150)	PR-2	3d/-1 Rank
Officer, Ranks 3-5 (Tactics, Strategy, Leadership all 12+), \$200 + (Rank x \$200)	PR-1	3d/-1 Rank
Senior Officer, Rank 6+ (Tactics, Strategy, Leadership all 13+), (\$300 x Rank)	PR	3d/-1 Rank
Comfortable Jobs		
Master Craftsman (Craft skill 15+, own shop), \$(Craft skill x 12)	PR	-6i/4d
Smuggler or Slaver* (Merchant 10+, Streetwise 12+), \$1,200	PR-2	10yrs. jail/6d, crippled
Doctor* (Physician/TL3-4 14+), \$1,200	PR-1	-2i/-10i
Surgeon* (Surgery/TL4 14+), \$1,500	PR-3	-3i/-20i
Wealthy Jobs		
Member of Noble Family* (Status 3+), \$3,000	status + 8	allowance cut 20%
Titled Noble* (Administration 12+, Status 4+), \$5,000	status + 10	-2i/-1 status

Critical Failure Key

“LJ” stands for Lost Job — you were fired, or lost the client. The “d” indicates dice of damage (“3d” is 3 dice of damage; “10d” is 10 dice, etc.) — you were in an accident, fight, etc. The “i” indicates a lost month's income (“-2i” means losing 2 months' income) — you were fined or unable to work, or a deal went awry.

If there are two entries, separated by a “/”, **use** the second result *only* when a natural 18 is rolled.



Note that for some dangerous jobs, the result of a critical failure can be serious bodily harm. If the GM prefers, he can play out these episodes to give the PC a fighting chance.

Equipment

Since the Horseclans world has an essentially medieval tech level, the equipment tables in the Basic Set are appropriate. Treat anything Ganik-made as poor quality. Smiths in the Middle Kingdoms make high-quality weapons and armor — see p. 51. Add the following items:

Weapons

Blowpipe. Used by the fen-men and other primitives. A five-foot length of cane, hollowed out and polished. \$30, 1 lb., no minimum ST. Darts are 2" thorns, smeared with poison (see *Blowpipe* skill, p. 63). They cost \$1 each and have negligible weight. Blowpipe ranges are point-blank 5, increment 3. There is no half-damage range, since sticking the target with the tiny dart is an all-or-nothing question. Maximum range is 4 x ST.

Bolas. Used by Horseclans and other plains peoples. Consists of two or three weights, joined by leather thongs 6 to 8 feet long. The user spins the bolas around his head and throws it — usually to bring down small herd animals or game. See *Bolas* skill, p. 63. Costs \$20; weighs 2 lbs. No point-blank or half-damage range. Range increment 3; maximum range ST x 3.

Lasso. Also called lariat or riata. A braided leather rope (see *Lasso* skill, p. 64). \$40, 3 pounds for a 15-yard lariat. It is a thrown weapon, with point-blank range of 3 and a range increment of 2. Half-damage range does not apply; maximum range is slightly less than the length of the rope — usually about 10 yards.

Sickle-axe. A curved axe used by the Moon Maidens. It does cutting damage, Swing+ 1; its reach is 1. \$50, 3 lbs., minimum ST 8. It may be thrown; ranges are 2, 2, ST x 1 1/2, ST x 2.

Spearthrower. Also called "throwing stick"; used by Horseclansmen, Moon Maidens, Black Kingdom and Ahrmehnee warriors. Often elaborately decorated. See skill description, p. 64. Cost \$20 for an undecorated one; weight 2 lbs. Can be used as a light club in an emergency.

Trident. Sometimes used by Sea Islanders. Treat as a javelin, except it may not be thrown from a spear thrower.

War-dart. This looks like a very heavy arrow or a very short spear, with a barbed metal point, a wooden shaft, and leather or feathered fletchings. A dart is about a foot long, weighs a half-pound, and costs \$15.

It may be used two ways. Ganiks and other primitives throw it by hand, using Knife Throwing skill; treat it as a Heavy Knife. The Horseclans, Ahrmehnee and Moon Maidens use a spearthrower to cast their darts; treat exactly like a javelin, but doing -1 damage.

Yataghan. A double-curved sword, favored by warriors of the Black Kingdoms. Treat as a thrusting broadsword.

Horseclans Archery

The Horseclans hombow is a composite bow. Techniques of its manufacture are not known except to Horseclans armourers, and the bows themselves are in great demand outside Horseclans territory. The value of a hombow is some \$500 to a clansman, but at least three times that to an outsider — and even then, the ones the clansmen trade are rarely of good quality.

Arrows. The material used to make the arrow tip affects performance. The best material is metal, but that can be expensive on the plains. Ehleens and Middle Kingdom folk, having access to plentiful metal, would not use stone arrows, and would use wood blunts only to hunt small game.

Wood — blunt arrows used for hunting only. Does crushing damage rather than impaling (though it may still penetrate, it is

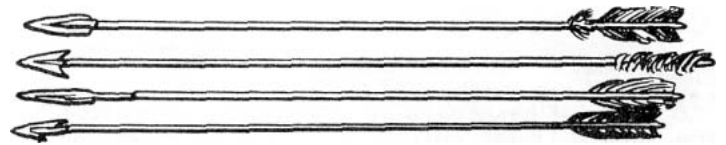
less likely to go deep). Shatters, doing only 1 hit damage, vs. DR 2 or better. Arrow price \$2 apiece.

Bone or Stone (Flint/Obsidian) — used for hunting and little else. Good vs. light armor at close ranges; shatters, doing only 1 hit damage, vs. DR 3 or better. Arrow price \$3 each.

Metal — used for wars and against heavily armored foes. Costly due to the shortage of metal; salvaged Old-Time coins and keys make good arrowheads. Treat as regular arrows, but cost on the plains is \$5 each.

Bowcase. Protective slip-cover used to prevent the bow from warping. Costs \$25 and weighs 1 lb.

Bowstring. These soft sinew strings fray easily and must be replaced often (an attack roll that misses by more than 5 can, at the GM's discretion, represent a broken bowstring if it was not changed recently). Each string costs \$5; weight is negligible. It takes 2 seconds and a ST roll for a man afoot to change bowstrings, with the replacement in hand. A person on horseback would take 4 seconds; a ST+2 roll and a DX roll are required.



Armor

Terminology. "Cuirbouilli" is boiled leather; treat as Heavy Leather. "Jazeraint" is a type of scale armor; treat it as scale. "Brigandine" is armor of metal plates sewn between sheets of leather; treat it as scale. Suits of plate armor are very desirable, though uncomfortable; they are called "Pitzburk steamers," but equally good plate is made in other Middle Kingdom (especially Harzburk) and in Zahrtoghah.

Reinforced cuirbouilli. Cuirbouilli armor may be reinforced with strips of metal, bone, or horn. PD 2; DR 3. Increase both cost and weight by 20%.

Ahrmehnee mail. The Ahrmehnee make a type of chainmail which is extremely strong yet light and flexible. This mail can be sewn into clothing, or covered with leather, to hide its true nature. It is made only by Ahrmehnee smiths; until the Ahrmehnee join the Confederation in 2721, such artificers are very rare outside the *Stahn*.

For any item made of Ahrmehnee mail, reduce the weight by 20% and double the cost. PD remains the same, but DR goes up by one against all attacks.

Device/Emblem. A personal device, symbol of rank, or military order's emblem can be added to helmets (not coifs) of leather or steel to show the wearer's status. Depending upon detail and craftsmanship, these add a minimum of \$20 to the cost and nothing to the weight. A decorative plume can be added to helmets (not coifs) of reinforced leather or steel to make the wearer easily recognizable in battle. It adds \$10 to the cost and 1 lb. to the weight.

Lobsterback. A series of overlapping leather-backed metal strips connected to the back of any helmet (not coifs) to protect the neck. It provides +1 PD (up to a maximum of PD 4) and +1 DR from back and flank attacks. It adds 50% to the cost and 1 lb. to the weight.

Other Equipment

Trawling chest. A heavy chest or footlocker for holding other equipment. No clan would be without dozens of these. Cost \$100, weight 15 lbs for a medium-sized, sturdy, undecorated chest capable of holding 6 cubic feet and about 100 pounds. Cost \$300, weight 35 lbs. for a large chest, holding 12 cubic feet and up to 300 pounds. Of course, these chests are usually beautifully decorated.

Yurt. (4/116, 16/51) The homes of the clansfolk, yurts are wooden frameworks — a wide cone on a short, wide cylinder, roughly mushroom-shaped — covered with squares of felt. A well-made yurt will stay warm in winter merely from the body heat of the occupants. In summer, the walls are lifted to let the wind blow through. When it's time to move on, the yurt breaks down into nothing more than wooden poles and sheets of felt.

A small one-family yurt (3-6 people) would weigh 250 lbs. and be valued at \$1,000. A larger yurt, holding perhaps a dozen folk in comfort, would weigh 500 lbs. and cost \$2,500. A very large yurt, suitable for a whole small clan or a council of three dozen, could weigh 1,000 lbs. or more and cost \$5,000.

Wagons. When the clans travel, their heavy property (as well as children, kittens, and aged) rides in large wagons. Like other clan goods, they are likely to be elaborately decorated, so the prices in the **Basic Set** Equipment List are only starting points.

Riding Gear

A mindspeaking horse can be ridden bareback with relative ease, and would never need or accept a bit. Other horses require riding gear.

Basic Furniture. Bit and bridle — the minimum required — would weigh 2 lbs. and cost \$20. An ordinary riding saddle would cost \$100 and weigh 10 lbs. Riding without a saddle is

possible, but uncomfortable for both horse and rider over any length of time.

War-Kak. A high-backed saddle for battle. Cost \$300 or more, weight 25 lbs. Gives +1 to Riding skill whenever the rider rolls to stay in the saddle.

Spurs. An emblem of knighthood in the civilized lands. Real spurs would be \$20, 1 lb. Dress spurs would be \$100 or more for silver, much more for gold, and might weigh more.

Witchman Equipment

Unsophisticated races often consider high-tech devices to be “magic.” The Witchmen take full advantage of this!

Most Old Ones artifacts cannot be duplicated due to the lack of proper tools, materials, and knowledge, but almost anyone can use them if properly trained. Since TL7 artifacts are often capable of incredible feats — e.g., a weapon that can slay a man at a thousand feet or more — they are sometimes viewed with superstitious awe.

The natives of the Witch Kingdom make common use of “firesticks” including *pisztuhlz* and *ryfuhlz*. They have machine guns, but rarely use them on campaign due to the huge ammunition requirement. They also have access to heavy weapons such as mortars, grenade launchers, and increment bombs. For fast transportation, they have large and small helicopters. They may possess almost any item of gear the GM can imagine, though they will not risk valuable equipment without a reason.

In particular, the Witchmen possess good communication equipment. They have miniature transceivers that can be disguised as jewelry; these have a range of only about 10 miles. Larger radios, able to reach over 500 miles, weigh some 300 pounds and fit in a large chest.

Important Personalities

Below are described some of the chief personalities of the **Horseclans** series. GMs will find them useful as Patrons, comrades-in-arms, or possibly even employees. Keep in mind that Milo and many of his comrades, Undying and otherwise, enjoy traveling incognito, usually in the guise of Freefighters.

Except for Mahvros (as an example of a powerful Horse character) and Johnny Kilgore (a likely hireling), no point totals are given for these characters. GMs should feel free to add skills and advantages, especially for the Undying and Witchmen.

Undying (see p. 62)

The descriptions below are partial at best; in hundreds of years, an intelligent person gains many talents and abilities.

Any Undying known as such will have a Reputation. For High Lords and Ladies, their Status Level 8 covers this. Undying who are not High Lords will get a +4 reaction from Confederation folk, but a -4 from Ancient Faith Ehleens and others who believe they are witches, demons, etc.

An Undying will usually have good equipment (often the best that can be had) and a couple of concealed weapons.

Milo Morai

High Lord Milo Morai is the central character of the **Horseclans** series. Milo suspects that he was born around the turn of the 19th century. He stopped aging in his mid-thirties or forties, and amnesia has robbed him of all memories prior to the winter of 1936. (14/21, 26)

Morai (called “High Lord Milo” by Confederation inhabitants, “Uncle Milo” or “God Milo” by Horseclans Kindred) is about 6’3”, a spare and lean-waisted 180 pounds, with black hair — graying at the temples — and dark brown eyes. His skin is darkly tanned and latticed by old scars.

Milo is the leader, patron, and guide of the Confederation, and especially of the Horseclans Kindred. He loves them as though they were his children, and is revered by all. He rode with the early Horseclans for some 300 years, then vanished for 200 years before returning anonymously. He then assumed the mantle of War Chief of the Tribe of Ehlay and led the nomads east, on a twenty-year trek to the Sacred Sea and their Holy City of Ehlay. He is now (2800) one of the High Lords of the Confederation.

Having brought the Kindred to the Great Eastern Ocean and their holy lands, he hopes to eventually convert the Horseclans into sea-rovers. He then plans to lead them in search of the fabled Isle of the Undying. (1/198)

He has ST 13, DX 14, IQ 15, HT 14, and an unencumbered Move of 7. Aside from his Undying advantage, Morai also possesses Alertness +3, Animal Empathy, Charisma +2, Combat Reflexes, Common Sense, Intuition, Language Talent +5, Literacy, Peripheral Vision, Strong Will +3, Toughness +1, and Wealth (Comfortable in Horseclans days, Filthy Rich in the Confederation).

He has the disadvantages of Duty (to Kindred or Confederation), Enemies (several, but his primary enemy is the Witch Kingdom), and Sense of Duty. His quirks include Dislikes High-Tech Gadgets, Wants To Find Other Undying, and Respects Strength.

His skills include Acting-16, Acrobatics-17, Administration-19, Agronomy-15, **Animal** Handling-18, Anthropology-15, Armory-18, Axe/Mace-18, Bard-16, Black Powder Weapons-15, **Blacksmith**-15, Boating-16, Bow-22, Brawling-16, Broadsword-18, Carousing-16, Climbing-16, Crossbow-16, Demolition/TL7-14, Detect Lies-14, Diagnosis/TL3-14, Diplomacy-18, Fast Draw (knife-15, sword-16, arrow-17), Fencing-20, First Aid/TL3-16, Fishing-15, Guns/TL7-15 (both rifles and pistols), History (Clans-17, general world-14), Interrogation-14, Knife-16, Law (clan and Confederation)-17, Leadership-18, Leatherworking-16, Motorcycle-14, Naturalist-16, Navigation/TL3-14, Physician/TL3-14, Physiology-14, Polearm-15, Politics-16, Psychology-17, Riding-18, Savoir-Faire-17, Scrounging-15, Seaman-ship-14, Sex Appeal-15, Shield-15, Shortsword-16, **Spear**-14, Stealth-17, Strategy-18, Streetwise-16, Survival (Plains-16, all others-14), Swimming-16, Tactics-18, Teaching-18, Throwing-16, Tracking-17, Traps-15, Vet/TL3, and Zoology-15.

Milo **speaks** too many languages to list. Assume he knows any language he needs at 18 or better.

His Telepathy power is 18 (maximum range 15 miles, usual range 10-12). His skills are Telesend-18, Telereceive-20, Mind Shield-19. He can mindspeak to elephants. He also has the unusual "knack" of using Telepathy skill to ease a wounded person's pain; he can do this with a successful Telesend roll, if he can get past any shield they may have up. He has ESP power of 5 but no skill — treat as the Danger Sense advantage.

Mara Morai

High Lady Mara Morai is a *kath'ahrohs* of noble lineage, born around 2480. Mara stands just over 5' tall, with a slim and graceful body, black, almond-shaped eyes, blue-black hair and olive skin. She stopped aging at 22 or 23.

Mara is strong-willed and sometimes argumentative, but not one to initiate violence. She is a skilled swordfighter and archer. She is deeply in love with Milo Morai, and he with her, and they are together whenever their duties permit.

She has ST 10, DX 14, IQ 13, HT 12, and an unencumbered Move of 6. Aside from the Undying advantage, Mara also possesses Alertness +1, Appearance +3, Charisma +2, Combat Reflexes, Common Sense, Intuition, Literacy, and Wealth (Filthy Rich in the Confederation).

She has the disadvantages of Duty (to the Confederation), Enemy (the Witchmen), and Stubbornness. Her quirks include Loves to Argue.

Her skills include Acting-14, Administration-15, Animal Handling-14, Bow-19, Detect Lies-18, Diplomacy-17, Fast Draw (knife-15, sword-15, arrow-16), Fencing-17, First Aid/TL3-14, Interrogation-13, Knife-14, Knife Throwing-14, Leadership-14, Politics-15, Psychology-15, Riding-16, Savoir-Faire-18, Sex Appeal-16, Shield-15, Spear-13, Stealth-13, Strategy-12, Survival (Plains-16, Woodlands-13), Swimming-14, Tactics-11, Teaching-12.

Her languages include Ahrmehnee-11, Old Mehrikan-11 (reading only), Confederation Mehrikan-13, other Mehrikan dialects-12, Modern Ehleeneekos-14, other modern Ehleen dialects-11.

Her Telepathy power is 14 (range 1 mile). Her skills are Telesend-17, Telereceive-17, Mind Shield-16.

Aldora Linsee Treeah-Pohtohmas Pahpahs

High Lady Aldora Linsee Treeah-Pohtohmas Pahpahs, like Mara Morai, is of noble *kath'ahrohs* blood. She was born in 2581 and stopped aging in her mid-twenties. She is 5'3" tall, full-figured, with dark, almond-shaped eyes, olive skin, and black hair.

She saw her family butchered when she was eleven years old and was enslaved by mercenaries, then passed off as adult and sold to a sub-Chief of Clan Linsee. Upon the discovery of her true age and the fate of her family, she was adopted by the clan. But she remains emotionally unstable and prone to deadly rages. She is extremely jealous of any happily-mated woman (and of Mara Morai in particular) because she suffers, over and over again, as she takes one lover after another and has to watch each one grow old and die.

Her destiny was foretold by Blind Hari of Krooguh: "it will be many long years ere she finds happiness, nor will it be in this land, but beyond many salty seas." (2/117)

She is an excellent tactician — having written a treatise on standard cavalry tactics (4/128) — and a good strategist.

She has ST 10, DX 13, IQ 12, HT 13, and an unencumbered Move of 6. In addition to being Undying, Aldora also possesses Alertness +2, Animal Empathy, Appearance +5, Charisma +3, Combat Reflexes, Literacy, and Wealth (Filthy Rich).

She has the disadvantages of Duty (to the Confederation), Bad Temper, Enemy (the Witchmen), and Jealousy. Her quirks include Flirts, "Poor Little Me," and Prefers Animals to People.



Aldora's skills include Acting-17, Administration-11, Animal Handling-16, Bow-17, Carousing-16, Climbing-14, Detect Lies-14, Diplomacy-14, Fast Draw (knife-16, arrow-14), Fencing-15, First Aid/TL3-14, Interrogation-17, Knife-15, Knife Throwing-13, Leadership-11, Politics-17, Psychology-14, Riding-19, Savoir-Faire-14, Sex Appeal-18, Shield-12, Stealth-16, Strategy-15, Survival (Plains-16, Woodlands-13), Swimming-18, Tactics-19, Teaching-16, and Vet/TL3-16.

Her languages include Confederation Mehrikan-12, Horseclans Mehrikan-12 and Confederation Ehleeneekos-13.

Aldora is the most powerful telepath of all the Undying High Lords and Ladies in the Confederation. She loves impressing others with her abilities, even to the extent of faking feats like "Calling the Wind" (2/9). Her Telepathy power is a staggering

24 (range 1,000 miles). Her skills are Telesend-19, Telereceive-18, Mind Shield-20. She can mindspeak to any animal that has the ability.

Demetrios Treeah-Pohtohmas Pahpahs

High Lord Demetrios was born in 2559. He stands 5'11" and weighs 190 pounds when in good shape, more when dissipated. He has dark, curly hair, black eyes, and olive skin — noble Ehleen through and through. He stopped aging in his late twenties.

Demetrios was the High Lord of Kehnooryos Ehlahs when the Horseclans arrived there. He was the very model of the gross, perverted, cowardly, and pampered Ehleen aristocrat. Besieged in his capital city of Kehnooryos Ahtheenahs, he found his backbone and became a strong leader and warrior worthy of his ancestors. He sought his own well-deserved death in a duel with Lord Alexandros Pahpahs, but found, instead, that he was Undying. He accepted Milo Morai as his equal and together they formed the Eastern Confederation of Peoples.

Though he retained his courage and honesty — so lately discovered in his supposed eleventh hour — he remained arrogant, egotistical, and gay right up until he tumbled, in a three-quarter suit of Pitzburk plate, into the Luhmbuh River during a battle with King Zenos of Karaleenos thirty-six years later. His body was never recovered.

As a High Lord, Demetrios has ST 12, DX 14, IQ 12, HT 11, and an unencumbered Move of 6. (If encountered in his early, effete years, reduce ST and DX by 2, and drop Leadership and weapon skills to default.) Other than being Undying, his advantages are Appearance +1, Charisma +1, Literacy, Toughness +1, Social Status (Level 7 even before Milo appeared), Strong Will +2, and Wealth (Filthy Rich).

He has the disadvantages of Duty (to Confederation), Enemy (many at different times in his career), and Stubbornness. Pre-Confederation, add Cowardice and Gynophobia! His quirks include Prefers Company of Men, Snobbish, and Obsessed with Honor.

His skills include Administration-14, Broadsword-14, Carousing-20, Detect Lies-13, Diplomacy-14, Fencing-15, History (Ehleen nations)-14, Knife-12, Leadership-13, Politics-16, Psychology-14, Riding-14, Savoir-Faire-16, Shield-12, Spear Throwing-13, Strategy-13, Swimming-12, and Tactics-12.

His languages include Confederation Mehrikan-12 and Confederation Ehleeneekos-13. His Telepathy power is 8 (range 30 yards). His skills are Telesend-17, Telereceive-17, Mind Shield-16.

Drehkos Daiviz

High Lord Drehkos Daiviz stands 5'5" in height, with gray-ing blond hair and brown eyes. He is the oldest-appearing Undying Lord, having stopped aging in his fifties, but his body is still strong and burly. He was born around 2665.

The younger son of a Kindred noble, Baronet Drehkos joined the Great Rebellion of 2720 — mostly out of boredom — and soon became its leader, managing his forces so well that the rebellion was prolonged for months. So skillfully did Drehkos defend the besieged city of Vawnpolis that Milo offered terms — and, to Drehkos' surprise, offered him, personally, friendship rather than the stake. During an ensuing battle with the mountain tribesmen, Drehkos survived a mortal wound, and was elevated to the rank of High Lord. Since then, he has served the Confederation faithfully as an excellent administrator, tactician, and leader.

Drehkos is a linguist (8/154), a skilled horseman, and has read enough ancient texts on the arts of war to have become a good strategist as well.

Drehkos has ST 13, DX 14, IQ 13, HT 12, and an unencumbered Move of 6. Other than being Undying, his advantages are Alertness +1, Charisma +1, Combat Reflexes, Intuition, Literacy, Peripheral Vision, Toughness +1, and Wealth (Wealthy before he became a High Lord, Filthy Rich afterward).

He has the disadvantages of Duty (to Confederation), Enemy (the Witch Kingdom), and Sense of Duty. His quirks include Modest, Argumentative, Loves Efficiency For Its Own Sake.

His skills include Administration-17, Animal Handling-13, Bow-14, Broadsword-15, Carousing-16, Diplomacy-14, Fast Draw (knife-13, sword-14, arrow-14), Fencing-15, First Aid/TL3-14, History (Confederation and Ehleen)-14, Knife-12, Law-13, Leadership-15, Politics-15, Psychology-14, Riding-18, Savoir-Faire-16, Shield-14, Spear-12, Spear Throwing-11, Strategy-17, Swimming-12, and Tactics-16.

His languages include Old Mehrikan-11 (reading *only*), Old Ehleeneekos-12, Zahrtohgahn-11, Trade Mehrikan-11, Confederation Mehrikan-12, and Confederation Ehleeneekos-11.

His Telepathy power is 9 (range 60 yards). His skills are Telesend-14, Telereceive-13, Mind Shield-15.

Neeka Mahreemahdees

High Lady Neeka Mahreemahdees is another Ehleen, born a noble of Kehnooryos Mahkedohnya. She is 5'6", with light olive skin and dark hair and eyes. She was born in 2723 and stopped aging in her late twenties.

Though quiet, humble and gentle, Neeka has proven ruthless when pressed. She is a trained herbalist and healer, skilled in the use, compounding, and distilling of herbal remedies and noxious poisons. She speaks fluent Mehrikan and Ehleeneekos, and is literate in those two languages plus Zahrtohgahn (of which she speaks but a smattering and with an atrocious accent) and Ahrap-sahbos. She is devoutly Christian — of the real faith, not the perversion concocted by the Witchmen — and opposes Milo Morai's suppression of the Ancient Faith. Nevertheless, she loves and respects him.

Before meeting Milo, she was discovered by the Witchmen. They wanted to study her Undying abilities, but instead let her go, primed with hypnotic commands, as "bait" for Milo. He and Neeka both believe that they have found and removed all the hypnotic commands.

Neeka has ST 9, DX 13, IQ 13, HT 10, and an unencumbered Move of 5. Other than being Undying, her advantages are Appearance +1, Common Sense, Intuition, Literacy, Strong Will +1 and Wealth (only after being revealed as Undying; then Filthy Rich as a High Lady).

She has the disadvantages of Duty (to Confederation), Enemy (the Witch Kingdom), Stubbornness, and Sense of Duty to Milo. Her quirks include Devout (though not fanatic) Christianity, Hates Slavery and Hates Taking Life.

Her skills include Administration-12, Animal Handling-12, Axe Throwing-12, Bow-13, Karate-12, Detect Lies-15, Diagnosis/TL3-16, Diplomacy-14, Fencing-13, First Aid/TL3-17, Interrogation-15, Knife-16, Knife Throwing-14, Pharmacy/TL3-16, Physician/TL3-14, Physiology-13, Poisons-17, Politics-12, Psychology-12, Research-13, Riding-13, Savoir-Faire-13, Shield-12, Stealth-14, Strategy-12, Streetwise-12, Swimming-11, Tactics-11, and Vet/TL3-13.

Her languages include Northern Ehleeneekos-13, Southern Ehleeneekos-13, Confederation Ehleeneekos-13, Confederation Mehrikan-12, Zahrtohgahn-7, and Ahrap-sahbos-11.

Her Telepathy power is 12 (range 400 yards). Her skills are Telesend-17, Telereceive-15, Mind Shield-IS. She can mindspeak to fencats and other weasels.

Tim Sanderz

High Lord Tim Sanderz of Vawn is half-brother to the famed Bili the Axe. He stands about 5'8", lean and wiry, with red-blond hair, gray-blue eyes and fair skin. He was born in 2724 and stopped aging in his mid-twenties. A member of the Sword Cult, he is a good horseman, proven warrior, and gifted leader, strategist, and tactician — he holds the Blue Bear of Harzburg, and commanded the 100-man "Ruby Company" condotta.

Tim has ST 13, DX 14, IQ 12, HT 13, and an unencumbered Move of 6. Other than being Undying, his advantages are Alertness +3, Charisma +2, Combat Reflexes, Common Sense, Literacy, Toughness +1, and Wealth (Wealthy as a Kindred noble, Filthy Rich in the Confederation).

He has the disadvantages of Duty (to Clan Sanderz, his condotta, or the Confederation), Enemy (the Witch Kingdom), and Sense of Duty to Milo. His quirks include Loves Horses, Dislikes Pitzburk, Devoted To Giliahna.

His skills include Administration-11, Animal Handling-14, Armoury-12, Axemace-13, Axe Throwing-13, Bow-18, Brawling-14, Broadsword-14, Carousing-13, Crossbow-13, Diplomacy-11, Fast Draw (knife-13, sword-13, arrow-16), Fencing-16, First Aid/TL3-14, Interrogation-12, Knife-13, Knife Throwing-13, Leadership-14, Leatherworking-12, Politics-12, Riding-17, Savoir-Faire-16, Shield-15, Shortsword-13, Spear-13, Stealth-13, Strategy-15, Survival (Plains-14, Woodland-14), Swimming-13, Tactics-14 and Tracking-13.

His languages include Southern Ehleeneekos-11, Ahrmehnee-11, Nyagrahee-8, Zahrtoghahn-6, Confederation Mehrikan-12, and Mountain, Southeastern, Middle Kingdoms, and Trade Mehrikan-11. His Telepathy power is 8 (range 30 yards). His skills are Telesend-14, Telereceive-14, Mind Shield-16.

Giliahna Sanderz

High Lady Giliahna Sanderz of Vawn is Tim's full sister and wife. She is 5'6", very beautiful, with red-blond hair, fair skin, a full but well-muscled figure and pale-blue eyes. She was born in 2789 and stopped aging in her late twenties.

Like all Kindred women, Giliahna started war-training at the age of twelve and was a skilled archer by age fourteen. She was married off to Prince Djylz of Kuhmbuhlunn only to return to Sanderz-Vawn ten years later, where she and her brother discovered they were Undying.

She has ST 11, DX 15, IQ 12, HT 12, and an unencumbered Move of 6. Other than being Undying, her advantages are Alertness +1, Appearance +3, Charisma +1, Common Sense, Intuition, Literacy, and Wealth (Wealthy as a Kindred noble, Filthy Rich in the Confederation).

She has the disadvantages of Duty (to Clan Sanderz, Kuhmbuhlunn, or the Confederation), Enemy (the Witch Kingdom), and Sense of Duty to Milo. Her quirks include Loves Hunting and Devoted to Tim.

Her skills include Administration-10, Animal Handling-12, Bard-12, Bow-18, Detect Lies-12, Diplomacy-13, Fast Draw (knife-14, sword-14, arrow-17), Fencing-16, First Aid/TL3-12, Knife-14, Knife Throwing-14, Leadership-10, Politics-16, Psychology-12, Riding-16, Savoir-Faire-16, Sex Appeal-14, Shield-15, Stealth-12, Strategy-14, Survival (Plains-12, Woodlands-11), Swimming-14 and Tactics-13.

Her languages include Confederation Mehrikan-13, Middle Kingdoms Mehrikan-11, Ahrmehnee-11, and Southern Ehleeneekos-11.

Her Telepathy power is 7 (range 15 yards). Her skills are Telesend-16, Telereceive-16, Mind Shield-15.



Clarence Bookerman

Doctor Clarence Bookerman is not one of the High Lords of the Confederation. He was born in the early 17th century in Saxony, and stopped aging in his mid-forties (though he could pass for a weathered thirty or a spry fifty). He is 5'6" tall, wiry, about 130 pounds, with fair skin and hair, and bright blue eyes.

He and Milo met shortly after the Great Dying. Bookerman was acting as the mayor of what was left of Cheyenne, Wyoming; Milo was teaching his people to survive. It was Bookerman's uncanny knowledge of "primitive high technology" which gave the fledgling Horseclansmen their hornbows, felt yurts, glues, herbal medicines, and processes for tanning hides and making leather armor. Bookerman reads much, remembers much, and is likely to be a fountain of information on any subject at any tech level of 3 to 7.

Shortly after a political disagreement with Milo — Bookerman having been an ardent admirer of Hitter during World War Two — he vanished from the nomad camp. In a letter left for Milo, he revealed himself to be an Undying. From the doctor's notes, Milo was able to develop his own telepathic abilities and learn how to awaken these abilities in others (and recognize an Undying mind).

Bookerman reappeared in 2631. He had been in Europe, and had been every bit as busy as Milo had been in America. Indeed, Bookerman had led the Ehleen invasion! Bookerman is a born leader — using charisma, intellect, and persuasion to accomplish his goals. He seems to share Milo's long-term objective of building a civilization — but Milo suspects that Bookerman has other, sinister plans. Milo respects Bookerman, and even likes him, but does not trust him.

Bookerman has ST 12, DX 14, IQ 15, HT 12, and an unencumbered Move of 6. Other than being Undying, his advantages are Alertness +3, Charisma +2, Combat Reflexes, Common Sense, Intuition, Language Talent +3, Literacy, Luck, Peripheral Vision and Toughness +1.

He has the disadvantages of Megalomania and Stubbornness. His quirks include Very Cautious, Ruthless Toward Foes, and Admires Strength.

His skills include Acting-15, Administration-14, Agronomy-12, Animal Handling-14, Anthropology-15, Amoury/TL3-14, Armoury (TL4 through 7)-13, Bard-14, Black Powder Weapons-14, Blacksmith-13, Boating-14, Bow-13, Broadsword-13, Chemistry/TL3-16, Crossbow-13, Demolition-14, Detect Lies-14, Diagnosis/TL3-15, Diagnosis/TL7-16, Diplomacy-17, Disguise-16, Fast Draw (knife-14), Fast-Talk 18, Fencing-19, First Aid/TL4-16, Fishing-13, Guns/TL7-15 (rifles and pistols), History (general world)-17, Interrogation-18, Judo-16, Karate-14, Knife-14, Knife Throwing-13, Law (many)-13+, Leadership-16, Leatherworking-14, Naturalist-13, Physician/TL3-13, Physician/TL7-16, Physiology-15, Politics-17, Psychology-18, Research-14, Riding-19, Savoir-Faire-14, Seamanship-13, Stealth-13, Strategy-18, Surgery/TL4-15, Surgery/TL7-17, Survival (all types)-15, Swimming-13, Tactics-13, Teaching-17, Traps-14, Vet/TL4-16, and Zoology-15.

He speaks all English-derived, 20th-century European, and "modern" European languages at 16 or better.

His Telepathy power is 13 (range 112 mile). His skills are Telesend-17, Telereceive-19, Mind Shield-20. He can speak with dogs and camels, and (after 2631) elephants.

Witchmen (see pp. 40 and 57)

Like Undying, old Witchmen may have talents and abilities not shown here.

Dr. David Sternheimer

Doctor David Sternheimer is the head of the J & R Kennedy Research Center Board of Directors. He was **born** in 1965, and showed both intellectual prowess and political ability at an early age. At 30, he held four doctorates — but by 40, his ambition and political skills had taken him out of the laboratory and into administration. He was **50** when the Two-Day War came and the Center sealed its doors.

Dr. Sternheimer affects an easy-going, friendly manner, but is absolutely ruthless. He is wholly committed to his own personal survival, and to the reestablishment of the United States of America under his leadership. He **has** used everyone around him for hundreds of years, and intends to continue.

He has ST 12, DX 13, IQ 16, HT 14 (but note that ST, DX, and HT — and even sex — can change when a Witchman changes bodies), His advantages are Charisma +1, Common Sense, Literacy and Mathematical Ability.

He has the disadvantages of Megalomania, Enemy (several within the Center, and Milo), and Sense of Duty to USA. His quirks include Crush On Dr. Landor (an influential Witchwoman), Prudish, Acts Like Your Grandfather, Doesn't Believe In Psi Powers, and Utter Intellectual Snob.

His skills include Acting-14, Administration-17, Anthropology-14, Biochemistry/TL7-17, Computer Operation/TL7-19, Computer Programming/TL7-17, Detect Lies-16, Diagnosis/TL7-15, Diplomacy-15, Driving (jeep)-15, Electronics/TL7-19, Fast Talk-15, First Aid/TL7-16, Geology/TL7-18, Guns/TL7-14, History (World)-14, Interrogation/TL7-14, Leadership-15, Motorcycle-14, Naturalist-14, Physician/TL7-15, Physics/TL7-18, Physiology-14, Piloting (small and large helicopters)-14, Politics-19, Psychology-18, Strategy-14, Swimming-12, Tactics-14, Teaching-14.

His languages include Old Mehrikan-16 and several “modern” languages at 13. He has no psi abilities other than Witchman mind-transfer.

Jay Corbett

General Jay Corbett is the senior military man among the Witchmen. For hundreds of years he was simply their loyal triggerman, but in 2721 he leveraged his degree in military **science**, and his doctorate in history, into a seat on the Center Board of Directors. He remains a genuine soldier, determined in war but honorable even toward foes.

He is the only military commander Broomtown has ever had, and has been the town's patron for generations. He wants them treated as citizens, rather than pawns. The Broomtowners, especially the soldiers, revere him and would follow him anywhere.

Corbett hates the parasitic nature of the Witchman existence. Whenever he takes a new body, he is overwhelmed by guilt, but feels it is his duty to survive to serve all that is left of the USA — and, now, to look after the Broomtowners' interests.

He has ST 13, DX 14, IQ 13, HT 13 (again, ST, DX, and HT may change when he changes bodies). His advantages are Charisma +1, Combat Reflexes, Common Sense, Empathy, High Pain Threshold, Literacy, Intuition, Reputation (+4 to Broomtowners) and Status **as** a Center Director.

He has the disadvantages of Duty to the Kennedy Center, Honesty, and Sense of Duty to United States of America and the

Broomtowners. His quirks include **Sees** Broomtowners As His Children and Prefers Mace to Sword.

His skills include Animal Handling-12, Armoury/TL7-16, Armoury/TL6-3-13, Axe/Mace-15, Axe Throwing-13, Brawling-14, Broadsword-13, Climbing-14, Crossbow-14, **Demolition**-16, Detect Lies-12, Diplomacy-13, **Fast** Draw (knife-13, sword-13, arrow-14, pistol-15), First Aid/TL7-12, Gunner/TL7 (mortar)-15, Guns/TL7 (rifle, pistol, SMG)-16, History (prewar world-16, prewar military-18, modern world-14) Interrogation-12, Knife-13, Knife Throwing-13, Leadership-18, Motorcycle-13, Politics-15, Psychology-13, Riding-15, Shield-15, Shortsword-13, Spear-14, Stealth-15, Strategy-16, Survival (Woodland or Swamp-16, all others-14), **Swimming**-13, Tactics-15, Teaching-16, Tracking-11 and Traps-11.

His languages include Old Mehrikan-14, Confederation Mehrikan-13, Modern Ehleeneekos-9, and possibly others.

Until 2720, he has no psi abilities other than Witchman mind-transfer. In that year, he begins training, and develops to a Power of 12 (range 400 yards), with abilities of Telesend 12, Telereceive 11, Mind Shield-13. He is interested in further learning.

Mortals

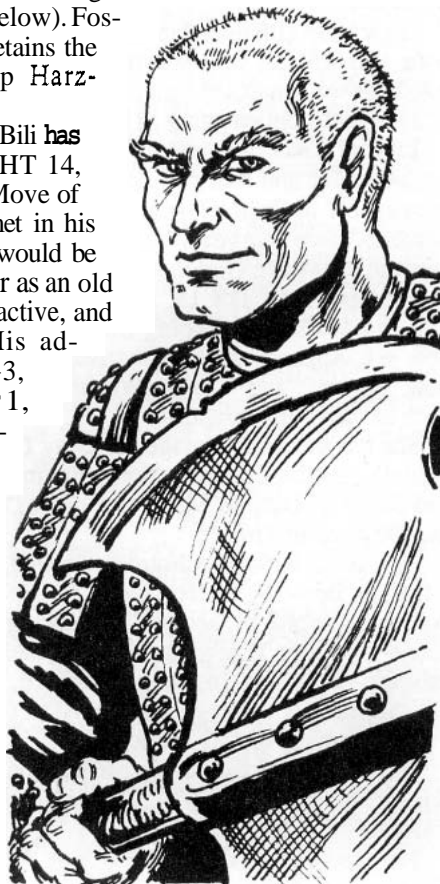
Bili the Axe

Bili Morguhn of Morguhn, heir to a Kindred dukedom and later Prince of Karaleenos, is a feared warrior. He is 6'2" and solidly built, with wide shoulders and hips — an axeman's body. Bili is fair-skinned, blond (though he usually keeps **his** head shaved, as is the style in the Middle Kingdoms), and blue-eyed. He has mental abilities known to few, including fargathering and illusion.

In battle, Bili wears and flies the Red Eagle banner of Morguhn. Afoot or in the saddle, his favorite weapon is a huge axe with a spiked tip. He rides a huge warhorse called Mahvros (below). Fostered in Harzburk, he retains the habit of shouting “Up Harzburk!” as his war-cry.

As a young warrior, Bili **has** ST 15, DX 14, IQ 12, HT 14, and an unencumbered Move of 7. (He might also be met in his middle years, when he would be as strong and wiser — or as an old man, weakened but still active, and very experienced). His advantages are Alertness +3, Blessed, Charisma +1, Combat Reflexes, Common Sense, Intuition, Literacy, Peripheral Vision, Strong Will +2, Toughness +2, and Wealth (Wealthy even as a young noble, Filthy Rich as Prince of Karaleenos). He bears a Golden Cat and is a Knight of the Blue Bear of Harzburk.

He has the disadvantages of Bad Temper, Duty (to Kin-



dred or Confederation), Honesty, Sense of Duty, and Stubbornness. His quirks include Always Names His Horse Mahvros, Courtly Toward Ladies, and Insists On Military Discipline.

His skills include Administration-14 (in middle age and later), Animal Handling-13, Armoury-12, Axe/Mace-18, Axe Throwing-16, Bow-14, Brawling-16, Broadsword-14, Detect Lies-12, Diplomacy-14, Fast Draw (knife-13, sword-14, arrow-14), Fencing-15, First Aid/TL3-12, Interrogation-14, Knife-13, Knife Throwing-13, Leadership-16, Polearm-14, Politics-13, Riding-18, Savoir-Faire-14, Shield-18, Shortsword-14, Spear-14, Spear Throwing-14, Stealth-13, Strategy-15, Survival (Woodlands-14), Swimming-13 and Tactics-15.

His languages include Confederation Mehrikan-13, Middle Kingdoms Mehrikan-11, Ahrmehnee-10, Moon Maiden Mehrikan-6, and Southern Ehleeneekos-11.

His Telepathy power is 20 (range 60 miles). His skills are Telesend-17, Telereceive-17, Mind Shield-18, Illusion-19 (but, in his early years, the illusion power manifests only when he is in great danger). He also has ESP, with power 14 and Fargather (Precognition)-13.

Rahksahnah

Rahksahnah is 5'10'', slender yet full-figured, and beautiful despite her warrior's calluses and scars. She is Ahrmehnee in appearance, dark and hawk-nosed.

The last *brahbehrnuh* of the Moon Maidens, Rahksahnah was away from the hold when it was destroyed in 2721 by Witchman treachery. When the Silver Lady ordered her people to pick mates from the warriors they rode with, she chose Bili. They soon fell truly in love, and had two happy years, and three children, before Rahksahnah's death.

The warrior-maid has ST 12, DX 12, IQ 12, HT 12, and an unencumbered Move of 6. Her advantages are Alertness +1, Appearance +1, Blessed, Charisma +1, Combat Reflexes, Common Sense, and Toughness +1.

She has the disadvantages of Fanaticism for the Silver Lady, Intolerance (for men, up to the last year of her life) and Overconfidence. Her quirks include Dislikes Ahrmehnee and Will Not Be Outdone In Battle.

Her skills include Administration-11, Animal Handling-12, Axe/Mace-12, Bow-13, Brawling-13, Fast Draw, (knife-12, sword-14, arrow-12), Fencing-15, First Aid/TL3-12, Knife-16, Leadership-15, Riding-16, Savoir-Faire-11, Shield-15, Shortsword-12, Spear-13, Stealth-14, Strategy-11, Survival (Woodland-13), Swimming-11, Tactics-14, Theology (Silver Lady)-16, Throwing-14 and Tracking-11.

Her languages include Trade Mehrikan-9, Ahrmehnee-10, and Moon Maiden Mehrikan-12.

Once Bili awakens her psi talents, her Telepathy power is 11 (range 200 yards). Her skills are Telesend-14, Telereceive-13, Mind Shield-14. She also has ESP, with power 11 and Fargather (Precognition)-11.

Mahvros

160 points

Mahvros (his name means Black) was Bili's greatest and most beloved warhorse. He was physically formidable (17 hands tall, weighting over a ton), intelligent, loyal and bloodthirsty. Bili rode him through the Ehleen Rebellion and for years afterward.

Mahvros has ST 48, DX 12, IQ 7 and HT 16. His Move is 15; his Dodge is 6. He has the advantages of Appearance +1 and Toughness +1. His disadvantages are Horse, Bad Temper, and Stubbornness. His Quirks are Loves Apples, Enjoys Wearing Armor, Likes to Show Off.

His skills are Jumping-14, Riding-14, Tactics-10, and Swim-

ming-12. His Telepathy power is 8 (range 30 yards). He has Telesend-12 and Telereceive-12.

Blind Hari of Krooguh

Tall for a Clansman but stooped, white-haired, with a cloth bandage over his eyes and a beautifully-inlaid harp in hand, always accompanied by a prairiecat or two to serve as his eyes . . . Blind Hari of Krooguh is a memorable sight.

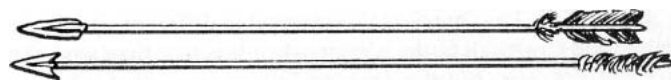
The fourth Tribal Bard of the Kindred, Blind Hari lived a *long* time — from 2439 to at least 2611. Respected and beloved by all, he had great psionic powers and was skilled in divination. He accompanied the clans on their journey East, but was uncomfortable there. In 2605, accompanied by some 2/3 of the Cat Clan, he returned to the Sea of Grass. On his way there, he met and befriended the Teenehdjook; he unlocked their mental healing powers, and they restored his sight.

As the elderly, blind bard, his stats are ST 8, DX 9, IQ 14, HT 8, and an unencumbered Move of 4. His advantages are Very Blessed, Charisma +2, Common Sense, Eidetic Memory, Intuition, Long Life and Status 4.

He has the disadvantages of Age, Blindness, and Honesty. His quirks include Enjoys Keeping Secrets and Hates Wet Weather.

His skills include Animal Handling-12, Bard-19, Bow-14, Detect Lies-16, Diplomacy-16, Fast Draw (knife)-14, Fencing-13, First Aid/TL3-12, History (Clans)-18, Knife-13, Law (Couplets of Law)-20, Leadership-13, Politics-12, Psychology-14, Riding-13, Savoir-Faire-12, Shield-9, Strategy-12, Survival (Plains)-16, Swimming-9, Tactics-12, Teaching-18, Tracking-14 and Vet/TL3-13.

The only language he speaks is Horseclans Mehrikan, with a skill of 16. His Telepathy power is 19 (range 30 miles). His skills are Telesend 18, Telereceive 20, Mind Shield 20. He also has ESP, with a Power of 16 and Fargather (Precognition)-13.



Johnny "Skinhead" Kilgore

250 points

Skinhead Johnny is 6'1'', large-framed, with a full white beard and a shiny bald head. Until the age of nearly 50, he was a wild Ganik bully, filthy and depraved.

The tough old man was taken prisoner by Jay Corbett and his men; they soon grew to respect and eventually to like him, in spite of his disgusting background. He is an example of the admirable things (yes, there are some) about the Ganik breed. He is hardy, loyal to those he trusts, uncomplaining, and lives off the land with ease.

He has ST 12, DX 13, IQ 12 and HT 13. His advantages are Alertness +2, Animal Empathy and High Pain Threshold.

He has the disadvantages of Overconfidence and Sense of Duty to Corbett and his men. He no longer looks like a Ganik (for point purposes he is considered to have bought off the disadvantage of being Ganik) but retains the Odious Personal Habit (-1 reaction) of Eats Bugs and Makes Cannibalism Jokes. His quirks include Swears By Ganik Gods.

His skills include Animal Handling-15, Axe/Mace-14, Bow-12, Brawling-16, Broadsword-13, Carousing-14, Fast Draw (knife)-16, First Aid/TL3-12, Interrogation-12, Knife-16, Knife Throwing-16, Naturalist-16, Riding-16, Scrounging-17, Shield-12, Shortsword-12, Spear-13, Spear Throwing-13, Stealth-16, Survival (Woodland)-18, Tactics-12, Tracking-15, and Traps/TL3-16.

His languages include Ganik-12 and Mountain Mehrikan-10. He has no psi talents.

4

THE ENCOMPASSING ONE

The Encompassing One, the true deity of the world of the Horseclans, is known by many peoples in many forms. Though each avatar provides for the needs of its own worshippers, none of them is cruel or fickle. The One is a force for good beyond human understanding. Some of the better-known avatars are:

Sun and Wind. The Horseclans swear by Sacred Sun, the lifegiver, and “go to Wind” when they die. Sun and Wind ask for no ceremony — merely an honorable life and a respect for the earth, using nature with love and without waste.

Steel. The Cult of Steel, also called the Sword Cult, is practiced by the men of the Middle and Western Kingdoms. It is described in detail on p. 33. It has ceremonies typical of any fraternal organization, and teaches the joys of honorable life and of death in battle.

The Blue Lady. This is the cult of the women of the Middle Kingdoms. It shows the Encompassing One in her female aspect. The Blue Lady is a force of succor and of healing, and of spiritual (if not physical) peace. Unlike the Sword Cult, whose ceremonies are relatively public, the adepts of the Blue Lady perform their rituals in secrecy. Most burk-lords think only rarely of the Lady, but her worship is as strong a force as their Steel, and heals that which Steel cleaves.

The Silver Lady. Also called the Shining One, this is the form of the One known to the Ahrmehnee and the Moon Maidens. She is a warrior-goddess, teaching bravery and honor, and that war is fought to earn peace.

Ahlah/God. The One God worshipped in different rites by the Islamic and Christian faiths is no more or less true than any other avatar of the One. But the debased Ehleen form of the Ancient Religion had no true power, and no contact with the One!

When the Encompassing One touches devout worshippers, the effects are literally magic. Anything is within the deity's power. Usually the One works through visions, suggestions, and relatively minor or private miracles . . . but even the dead might rise joyfully if the One had need of their services.

Blessed

10 or 20 points

A Blessed individual is especially favored by the Encompassing One. This is an advantage, costing 10 points (20 for *Very Blessed*). The person must behave in a manner appropriate to the avatar he follows, or lose the benefits of this advantage. The main benefit of Blessed status is in divination (below), but GMs may assume the One occasionally aids the Blessed in other ways. Anyone known to be Blessed gets an automatic +1 Reputation.

(Religious) Fanaticism is an appropriate disadvantage for a Blessed character.

Divination

The commonest gift of the Encompassing One is the ability to accurately — though not always clearly — predict the future. Blind Hari has this ability.

To perform a successful divination, a character must be a devout follower of some form of the One. The GM rolls vs. (IQ-10), with the following modifiers: +5 or more if the character has *never* presumed to attempt a divination before, +5 if the

character is Blessed and +10 if he or she is Very Blessed. Bonuses can be allowed for great sincerity . . . and if the GM *wants* a divination to work (or to fail), it will. The rituals required by some cults are only necessary if the worshipper believes they are.

The form of a successful divination varies according to the worshipper's beliefs. A follower of the Silver Lady may actually see and visit with the goddess, who will answer questions and give comfort and counsel. Worshippers of Ahlah will know themselves briefly transported to Paradise, to return without clear memory yet illuminated. Followers of the Christian God or the Blue Lady will simply know a feeling of peace and the conviction that they have received guidance. Sword Brothers will *know*, with an electric certainty, that Steel has answered them. Followers of Sun and Wind will see prophetic visions.

A divination may also be vouchsafed to any devout character at or near death, if the One (or the GM) sees fit.

Other Magic

True magic, other than the miracles of the Encompassing One, is unknown in the world of the Horseclans. Many primitives believe in a variety of spells (for instance, the Ahrmehnee with their skull-houses) — but none of these spells has any force.

GMs, of course, may choose to vary this. If real magic from *GURPS Fantasy* is introduced to a campaign, it is suggested that the whole world be low-ma, with pockets of no mana. Sophisticated characters should only gradually become aware that some of the primitives' beliefs are real. (The primitive PCs knew it all along — but their *players* should be surprised.) Care must be taken not to allow magic to overwhelm the basic world background . . . but, used sparingly, it could be interesting.



Psionic powers have emerged as a survival trait in the folk of Mehrikah. They are strongest and most common in the Horseclans, but are not unusual in several other races, including Burkers, Mountaineers (Ahrmehnee and Moon Maidens), Nomads, Zahrtohgahns and the nonhuman Teenehdjooks and hybrid Kleesahks.

Animals, too, have gained mental powers. Most predators possess telepathy (*mindspeak*), but for other creatures — both domestic and feral — the incidence of psionics increases with intelligence. See sidebar, p. 82.

Reaction to psi powers varies widely. A Sea Isle Ehleen is *required* to have some mindspeak in order to hold a position of leadership; a Horseclansman without psionics is considered handicapped; a mainland Ehleen can live out his entire life without ever needing psi, and a *kath'ahrohs* — a pure-blooded Ehleen — cannot safely possess *any* psionic ability at all because psionics are viewed as witchcraft and punished by impalement.

Consult the appropriate animal or racial description for specific details (see *The Lands of Mehrikah*, p. 12, and *Bestiary*, p. 91).

Learning Psi Powers

Psionic, or “psi” abilities, are powers of the mind. Psi abilities are learned just like other skills, except that, for each skill, there is an underlying *psi power* — an inborn advantage — which is a prerequisite. If you don’t have the appropriate power, you can never learn these psi skills.

If you have a psi power, you may learn any or all of the psi skills within that power. Eidetic Memory gives *no* bonus to learn psi skills.

A character who starts with a psi power can increase it later, at the same cost per level, by spending earned character points. But totally new powers cannot be acquired; you have to start with at least one level in a power if you are ever to have the power. (GMs may make exceptions to this if they like — see *Awakening Latent Powers*, p. 76.)

Power and Skill

Each of your psi abilities is described by two factors: *power* and *skill*.

Power is the raw “strength” of your psi. It controls range, damage done, weight affected, etc., depending on the power.

Power is bought in levels. Your Power is the same for all skills within each power. If your Telepathy power is 10, *all* your Telepathy skills have a power of 10. Telepathy costs 5 points per level; Extra-Sensory Perception costs 3 points per level.

Skill is bought as for normal skills; psi skills are Mental/Hard. Skill determines how well you can control your ability. A die roll is required only when there is a significant question of skill. For instance, no skill roll is needed for one talented mindspeaker to talk to another one in the same room. But a roll is required to speak to someone you cannot see, especially to contact him *fast*.

Example: A character buys a Telepathy power of 10 (50 points); his Power is 10 for all of his telepathic skills. He buys Telesend at 9 and Telereceive at 18; these are Skill numbers, based on IQ. His power of 10 would give him good range for these skills. He can receive complex thoughts under stressful situations, but sending his own thoughts can be hard.

About These Rules

This is the second appearance of psionics rules for *GURPS*. The first was in *GURPS Horror*; more will appear in upcoming books. In late 1988, we plan to release a whole worldbook about psi and other “super-powers.”

The rules and powers presented here are those described in the *Horseclans* series. GMs wanting a heavier psionic involvement will find the powers and limitations presented in *Horror* fully compatible with this material. Some abilities (Psi Sense and Emotion Sense, for instance) would fit in with no trouble. Others (all forms of Telekinesis, for instance) should be rare and socially dangerous. Anywhere that mindspeakers are feared, a power like pyrokinesis or levitation will get you burned at the stake!

Four differences from the *Horror* rules should be noted. First, psi in the *Horseclans* world is, as will be seen, easier to “awaken” in a latent psi. Second, *Horror* assumes that the Telesend power will let you talk to anyone within range — but Horseclans “mindspeak” will only work if your subject has the ability to receive, others being wholly deaf psionically. Third, of course, is the inclusion of telepathic animals. These creatures are unique to the world of the Horseclans; telepaths elsewhere should expect no reply when they talk to their horses.

Finally, there are no language barriers to mindspeaking in *Horseclans*. Two humans without a common language can mindspeak without penalty, and even different species can easily talk to one another.



Using Psi Abilities

Awakening Latent Powers

In the world of the Horseclans, psi can be “awakened” almost overnight in a latent mind. This requires the cooperation of a telepath of skill 16 or better in both Telesend and Telereceive. The telepath must roll at **his** Telesend skill minus 6 (or minus 10 if he himself does not possess the skill being awakened). One attempt may be made per day. A successful roll means the subject now has some control over his ability and can continue to practice on **his** own.

Thus, psi abilities can be bought at any time, if the PC has the underlying power. A generous GM may also allow whole new powers to be added. If a player spends the appropriate points to purchase an ability after his PC has already entered play, the character does not instantly gain the ability. Instead, the GM **must** devise an adventure or series of adventures which will “awaken” the new ability.

Adding New Powers

Psi powers, like most other advantages, are inborn. As a rule, if you don’t start as a psi, you can’t gain psi powers later in your career.

Therefore, if **you** want a character with a wide variety of psi abilities, but can’t afford the points, you may start with one or more Powers at a power of 1 and no Skill. This gives a latent power that may later be awakened, as above.

As an option, the GM may use the following rule: When each character is first created, a specific number of points — five, ten, or even twenty-five — are left unused for the assignment of “latent powers” or other advantages **at the GM’s choice**. These powers are unknown to the player and will be discovered during the course of the campaign. Note that the advantages might not be psi powers; the GM could give him an unearned treasure (Wealth), let him be taken under the wing of a powerful noble (Patron) or fall into nobility of his own (Status), and so on. These should all be played out as part of an adventure, and kept distinct from anything the PC earns on his own.

Fatigue Cost

Most uses of psi require no expenditure of energy, just as ordinary walking and talking require no significant effort. Other uses are more strenuous. When use of a power costs energy, it is always taken as *fatigue* — one point of fatigue per attempt, unless specified otherwise. A psi can not spend his own HT as energy for psi use.

Psi use costs fatigue under the following circumstances:

(a) For an “extra effort” use of psi — that is, an attempt beyond your ordinary Power. See below.

(b) For each repeated attempt to use a skill, when the first attempt has failed. See below.

(c) For any use requiring a Contest of Skills, unless you win the contest by 5 or more. In that case, the effort was so easy it cost no fatigue.

(d) For any skill specifically requiring energy expenditure.

(e) For any critical failure.

Concentration and Time Required

Use of a psi ability requires the Concentrate maneuver. Unless specified otherwise, each use of an “active” psi skill requires one turn of concentration — that is, you stand for a second, doing nothing. At the beginning of the next turn, make your skill roll to see if you succeeded.

If the effect you were trying to achieve is instantaneous (e.g., sending a thought to someone close) it takes place as soon as you make your roll, and you may take some other action that turn (or start concentrating again).

If something — especially an injury — disturbs you while you concentrate, an IQ roll, at -3, is required to maintain your concentration. A failed roll means you must start over. A success means you may still attempt the skill roll, at a penalty equal to the amount of injury (if any) you took.

Mindspeaking (sending and receiving) can be carried on in combat or elsewhere, while other actions are taken. Any such roll is at a -4 to skill.

For an effect that takes longer (e.g., reading someone’s mind secretly), further time must be spent in concentration after the initial contact is made. If you want to do something else while you continue the psi use, you can try — but a skill roll is required every minute, at a penalty. Some examples:

Carry on light conversation: -2

Carry on intelligent conversation: -4

Do repetitive manual labor: -2

Combat at a distance (e.g., fire a gun): -6

Repeated Attempts

When a psi tries to use a power and fails (misses his roll), he may wait five minutes and **try** again without a penalty. If he wants to try again sooner, this is considered a repeated effort, and costs a point of Fatigue. Furthermore, this second effort is at a -1 on skill. Should this effort fail, he can spend another point of Fatigue and try again at -2, and so on. This may go on until Fatigue reaches 0 and he falls unconscious, or effective skill drops to 2, at which point no success is possible.

Once a psi starts spending fatigue in repeated attempts to perform a feat, every attempt at that feat is considered a repeated effort, until he rests long enough to recover *all* lost fatigue. Fatigue is recovered at one point per 10 minutes.

Psi use is only considered a repeated attempt if the psi is trying the same feat — that is, the identical skill on the same (or identical) subject. Two people are not identical subjects. If *distance* is the only thing that changes, it is still a repeated attempt, though the new distance may modify the die roll for some powers. In case of doubt, the GM rules.

Extra Effort

A psi can put “extra effort” into an attempt and get an effective increase in Power. For each 3 Fatigue spent on an attempt, increase effective Power by 1, but *decrease* effective Skill by 2. If the psi use continues for more than a minute, each extra minute costs another 3 Fatigue. Note that this cannot be used to increase *range* of telepathy.

Default Use

ESP (foregathering) cannot be formally “trained,” but one must spend points to “learn” it before using it. A latent telepathic power can be awakened by another mindspeaker (see sidebar, p. 76). No other default or untrained psi skill use is possible.

Telepathy

Telepathy is the power of mental communication and control. For these skills, the *subject* is the person you are trying to detect, control, or communicate with. It is possible for the telepath to “open his mind” to let others observe his memories or even events currently taking place (but this is limited to the sender’s point-of-view, including disadvantages like near-sightedness or color blindness). *Language is no barrier* when two mindspeakers communicate.

A mindspeaker can send emotions or images, as well as thoughts. Prairiecats often use their broadbeam mindspeak to broadcast thoughts of blood and death when they attack enemy camps, to spook the horses into bolting. This rarely works on horses who are not surprised, though.

Telepathy is unaffected by physical barriers. Your Telepathy power controls the *range* at which you can use telepathic skills, as follows:

1	Touch only, and required time is multiplied by 10.		
2	Touchonly	12	400yards
3	1 yard	13	1/2mile
4	2 yards	14	1 mile
5	4 yards	15	2 miles
6	8 yards	16	4 miles
7	15 yards	17	8 miles
8	30 yards	18	15 miles
9	60 yards	19	30 miles
10	100 yards	20	60 miles
11	200 yards	21	125 miles

Further increases in power continue to double range.

The above ranges are for initiating “narrowbeam” contact with a single target. For “broadbeam” mindspeaking (e.g., a Shout directed at everyone around you), divide Range by 100! And an attempt to read someone’s mind without their cooperation cannot work unless you can either see or touch them.



Critical Success and Failure

A critical success on a psi skill roll has no special effect *except* that **no** fatigue is spent, even if it ordinarily would have been.

On a critical failure, roll one die and lose that many points of Fatigue, in addition to any Fatigue that the effort would normally have cost. Also, after a critical failure, a **psi** may not attempt the same feat again *until* all lost Fatigue is recovered. Some skills may have other critical failure effects.

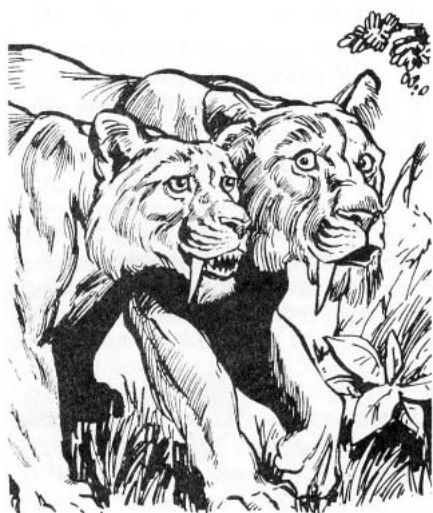


Active and Passive Skills

An “active” psi skill is one which you use deliberately. Telesend (*mindspeak*) is an active skill. An active skill always requires a skill roll. Clairvoyance (*furgathering*) skill rolls are made by the GM, so the player won’t know how well his skill is working. Other skill rolls are made by the player himself.

A “passive” skill is one which works automatically when circumstances call for it. Some passive skills (for instance, the low-level clairvoyance called Danger Sense) still require a skill roll — but the roll is made by the GM. Others (e.g., Mind Shield) always work, without the *need* for a roll. For instance, Mind Shield always subtracts from the skill of a telepathic attack against you, even if you don’t know you are being attacked.

Extra Effort cannot be put into a passive use of skill, since it is by definition automatic.



Two-Way Communication

A two-way contact between Telepaths can be initiated with Telesend power. Once the other Telepath is aware of you, he makes his own Telesend roll, at **+4** because the contact has already been made. After each minute of conversation, each Telepath must make another Skill roll, but *all* rolls to maintain a two-way contact are at **+4**.

For true two-way conversation, each TP must be within his own Telesend range of the other. But a very powerful TP could hold a two-way talk with someone of little talent, talking with Telesend and picking up subvocalized answers with Telereceive.

If two Telepaths are “talking,” and each has *both* Telesend and Telereceive skills at 10 or better, they may choose to enter “full communion.” Each is aware of *everything* the other thinks and perceives, and communication is some 10times faster than speech!

Three-Way Interaction

If two Telepaths are reading the same subject’s mind, they *will* notice each other unless one is deliberately hiding. In that case, a Contest of Skills is rolled (the GM may make this roll for one or both characters, to keep secrecy). If one character is *looking* for mental intruders, he is at a **+2** to his skill to notice.

If *both* characters are trying to hide, and neither is aware of the other, the GM should roll **two** contests — one to see if A notices B, and one to see if B notices A.

Even if two or more Telepaths are “in” the same mind, they cannot communicate directly through the third mind. They can use it *as* a “relay station” only if that third mind is another Telepath, actually listening and repeating the message from one mind to another.

Any skill **roll** for one of these abilities will have the following modifiers:

Subject has Mind Shield skill: minus his Telepathy power.

User is touching subject: **+1**. Exception: If your Power is 1 or 2, you must touch the subject, and you do not get a skill bonus.

User knows subject slightly (GM’s decision): **+1**.

User knows subject intimately (GM’s decision): **+2**.

Telesend, or Mindspeak

This is the skill of sending thought. The user sends his thoughts to the subject at about the speed of talking, though simple pictures may also be sent (by visualizing them) at the speed it would take to draw them on paper.

A successful Skill Roll is necessary. If the roll fails, the psi may spend fatigue and try again (see Repeated Attempts). In the Horseclans series, direct mental communication overcomes language barriers. It does not matter if the user and subject have no language in common, or even if they are different species! But the subject must have Telereceive ability.

Mindspeaking at a range of a mile or more, requiring a Power of 14+, is called farspeaking by the Horseclans. It is considered by them to be a separate talent, and is greatly respected. A Telepathy Power of 20 or more is phenomenal!

The Shout: Mindspeak ability can also be used for a telepathic Shout which can stun those who receive it. If the Shout is broadcast, no skill roll is required. It will affect everyone within the psi’s range (a lesser range can be specified, if the psi Shouts less loudly). Everyone within range of the Shout must roll vs. Health. A failed roll results in a mental Stun (p. B106). (So high HT helps you avoid a Stun, and high IQ helps you recover quickly.)

The Shout may also be aimed at one area (seen through the psi’s own eyes or another’s), or at one single person (seen through the psi’s eyes or those of another with whom the psi has made contact through Telereceive).

This skill is very rare. It was used by Blind Hari of Krooguh to single-handedly break up a bloody melee between the Clans Danyuhlz and Muhkawlee by causing a “pressure,” which increased until it became unbearable to move (7/55-56).

Telereceive

This is the skill of receiving thought — often called “mind-reading.” Received thought comes at the speed of speech, except between two very skilled telepaths (see sidebar). In the Horseclans world, a person without this skill cannot receive thoughts at all, no matter how powerful the sender.

To receive thoughts from a willing subject within range, a skill roll is necessary. Remember the bonus for Familiarity with your subject!

To receive thoughts from an unwilling subject, two rolls will be necessary. The first checks your subtlety. Roll a Contest of Skills: your Telereceive vs. the subject’s Mind Shield skill (if the shield is up — see below), or IQ, whichever is greater. If you win the contest, your mind-reading attempt is not noticed. If you lose or tie, the subject notices you (whether he realizes what was happening will depend on his experience with telepathy!).

The second roll is the actual attempt to enter the subject’s mind. Roll your Telereceive skill, modified downward by the subject’s Shield power, to see if you made contact with his mind. Subtract the subject’s Strong Will from your Skill as well (or add his Weak Will!).

Thus, it is possible for an intruder to bounce off a powerful shield without being noticed, or penetrate a skillful shield yet be observed.

If the subject is talking, or even subvocalizing (talking under his breath) you get a **+2** to all skill rolls.

If you get into your subject's mind, the level of thought you get depends upon the amount by which you make your skill roll:

0-2: Surface thoughts only. If the subject is talking or subvocalizing, you pick up only what he is saying.

3-4: All surface thoughts, plus occasional mental associations and background. You can also pick one of subject's senses (sight, hearing, telepathy, etc.) to "tap into" and perceive.

5-6: As above, but with all significant mental associations and background (but still only if the subject thinks about it!). You can also pick up all subject's sense impressions.

7-8: The subject's subconscious mind is also exposed.

9-10: The subject's memories of the last day are also exposed.

11-12: The subject's memories of the last week are also exposed.

13+: All the subject's memories are exposed, though a separate skill roll is necessary to "locate" any particular memory over a year old. A failure means the memory cannot be located; try again another day.

Make a new skill roll each minute you stay in the subject's mind. This does not cost Fatigue. If a roll fails, contact is broken.

Mind Shield

This is the ability to hold a mental "shield" that warns you of telepathic attacks, and helps defend as well. This involves a Contest of Skills and a Telereceive roll by the invading psi, as described under Telereceive.

You may turn your shield on or off at will; this may be done at any time, *even when it is not your turn during combatphasing*. When you go to sleep or become unconscious, your shield remains as it was set. If there is some need for your shield to come up or go down while you are asleep or unconscious, you get a single Mind Shield skill roll (at **-2** if you are unconscious rather than merely asleep). If the roll fails, your shield stays as it was until you awaken.

Power of Shield: Your Telepathy power is the shield's strength. Subtract this number from the Skill of any psi use affected by the shield (see below). Example: A Telepath with skill **18** is trying to read your mind. Your Telepathy power is 5. The TP rolls at an effective skill of **13**.

Repeated Attacks: If a telepathic attack meets a Mind Shield and fails, each repeated attempt is at a **-2** (not the normal **-1**) to skill, and costs 1 Fatigue point.

Effects of Skill: The user's skill with Mind Shield determines the **type** of protection it gives:

8 or less: Interferes with all uses of Telepathy, friendly or hostile, against **or by** the subject. In other words, when the user's shield is up, it interferes with his own telepathic abilities!

9 to 11: Interferes with all use of Telepathy, friendly or hostile, when Mind Shield user is the subject — but not with the user's own Telepathy.

12 to 14: Interferes with all uses of Telepathy when Mind Shield user is the subject, unless user consciously designates a use as "friendly." That use then suffers only half normal interference (round up).

15 to 17: The shield automatically discriminates between friendly and hostile contacts. Friendly contacts are detected, but can work through the shield without opposition. The user can decide, at any given time, whether "neutral" contacts will be treated as friendly or hostile.

18 to 20: As above — and if a "friendly" contact turns hostile, the attacker must make a new skill roll, against the shield.

Over 20: As above, but any psi contacting the shield must win a Contest of Skills (Telereceive vs. Shield) even to perceive that the user is psionic. Otherwise, he will merely perceive surface thoughts appropriate to a non-psi. This is

Mindspeaking to Other Races

Most mindspeakers can talk to horses, prairiecats, and a few other less common species who happen to share the same "wavelength," such as foxes. A few mindspeakers can talk with other species — species not even generally known to be telepathic. See sidebar, p. **82**.

This ability *can* be learned with practice, but costs **5** character points for each of these five types of creature:

Elephants.

Mustelids (**otters**, fencats, Lutros).

Swine (Not a comfortable ability. Pigs are smarter than horses, and **know** what mankind intends for them.)

Orks and grampuses (pp. **82,92**).

Dogs.

Lying in Mindspeak

This is impossible for most mindspeakers; their mind shouts the truth even as they try to form the lie. But with enough practice and discipline, it can be done.

For each mental lie you try to tell, roll a Contest of Skills: your Mindspeak skill vs. the subject's **IQ** or Detect Lies skill. Roll separately for each subject "hearing" the lie. If you are merely leaving out an important fact, rather than telling a flat lie, you are at a **+2** to your roll. If you win or tie, the subject is not aware of anything wrong.

Mind Melding

This technique allows one or two "helpers" to increase the power, and therefore the range, of a telepath. The user and helper(s) must be conscious, rational, and willing, and must each possess both Telesend and Telereceive at a **skill** of **14** or better. The effect of the mind melding is to allow the user to farspeak with a power equal to the *average* of his power and that of one or two helpers. For this reason, prairiecats, with their great power, make good helpers (4/73). Melding can also be used to increase power when trying to defeat a mindshield, but only in physical contact with the victim.

The user and his "assistants" must all be in physical contact and full mental communion (see sidebar, p. **78**). Mind-melding costs **1** Fatigue (for user and each helper) per ten minutes.

Multiple Feats

A psi can *initiate* only one skill use at a time. But he may do several things simultaneously, as long as they are **started** one at a time. For each simultaneous “feat” there is a -1 to skill.

Example: Bili the Axe, beset by several Ganiks, is using his Illusion power to make them think they see other foes. This requires a skill roll to **start**, and another roll every minute to continue. If he now attempts to use Telereceive to read the mind of the boss Ganik, his mind-reading roll *and* his next Illusion roll will both be at -2.



Psi Glossary

ESP — Extra-Sensory Perception. The power to see, hear, or know things that cannot be detected with the ordinary five senses.

Esper — A person with **ESP**.

Fargathering — Use of clairvoyance to predict impending danger.

Farspeak — Telepathy at long distances.

Foresense — Weak use of clairvoyance, predicting a general danger.

Mindspeak — Telepathy. The Horseclansmen use this term for both sending and receiving, since persons who can do one but not the other are rare among them.

Psi — Short for “psionics” — the generic term for unusual mental powers. Also, any person who possesses a psionic power may be called a “psi.”

Subject — The person or object against which a psi skill is being directed.

TP — Telepathy. The power to read, affect, control, or shield minds.

User — The person using a psi skill.

Victim — The subject of hostile psi use.

called “cloaking.” (A successful Telecontrol or Mindwipe roll will penetrate the cloak — possibly to the surprise of the invading psi!)

“Get Out ~~O~~My Mind!”

It can happen that a hostile psi penetrates your shields with Telereceive, and that you *later* become aware of his presence — for instance, because he failed a Telecontrol or Mindwipe roll. Or he might have entered your mind while your shields were down. In either case, you may attempt to close him out of your mind. Roll a contest: your Telepathy Power + Shield skill, vs. his Telepathy Power + Telereceive skill. If you win, you push the intruder out of your mind, and he will be at a -2 (repeated attempt) if he tries to return.

But if you lose, the enemy psi is in your mind for as long as he likes. And you must make an (IQ+4) roll to control your own thoughts, or you will immediately think of whatever it is you fear he is trying to learn — which can give your secrets away even to an unskilled attacker.

Mindwipe

Prerequisite: Telesend and Telereceive at 12+

This is the ability to edit or remove a subject’s memories. It is only known to the Kleesahks, though possibly they could awaken it in a human whom they trusted to use it wisely.

To use this skill, you must first make contact with the subject, using Telereceive, and get past his shields, if any. Then try your Mindwipe skill (once per hour for long processes). A failed Mindwipe roll will alert the subject that his mind is being tampered with. If you make several rolls but then fail one, the subject will lose memory, but it will return in (3 dice) days.

The time required to do (or undo) a memory change, or to find traces of a change in the subject’s mind, varies with the complexity of the change. The more subtle the change, the harder it is to make, repair, or find:

Delete all the subject’s memories (leaving a babbling idiot): 2 hours.

Delete all subject’s memories *permanently*: 1 hour.

Delete a lot of memory (e.g., several weeks of time): 3 hours.

Replace a lot of memory with a false memory: 5 hours.

Find and remove a single memory: 1 hour.

Find and change a single memory: 2 hours.

Plant a new *opinion*: 1 hour or more, depending on how much it varies from subject’s current beliefs.

Plant a *compulsion* (a single order the subject will have to follow at an appropriate time): 4 hours.

Detecting Mindwipe

Total memory deletion, of course, is obvious. You may detect lesser tamperings when you are in mental contact with the victim. Make a skill roll: Mindwipe, or Telereceive-5 if you don’t have Mindwipe. You only get one such “passive” roll — the first time you contact the person after the tampering takes place. You are at -2 to notice a compulsion, and -4 to notice a single memory has been changed. You are at a further -1 for every week since the tampering took place, up to 6 weeks.

If you are deliberately looking for mental tampering, having failed the passive roll to notice it, you must make mental contact using Telereceive, and then make the above skill roll. This effort takes an hour, and any further check within a day is a “repeated effort.”

Undoing Mindwipe

Any memory alteration except a deliberate, permanent mindwipe can be undone. This requires as many **weeks** as the original process took **hours**. The psi trying to reconstruct the memories must make his own Mindwipe skill daily; failed rolls mean the day doesn't count, and critical **failure** means the process must start over. A critical success counts as a full week of success. A psi is always at +4 to undo his own work.

Illusion

Prerequisite: Telesend at 14+

Creates a "phantom" that can have no physical effect on the real world. An illusion can be of a single object or a whole scene. It affects all of the senses except touch; an arrow, sword, fist, and so on will pass right through it. The size of the illusion is equal to 1 / 10 Telepathy range (controlled by Power — see p. 77) or the creator's range of vision, whichever is less.

Cost to create an illusion is 1 Fatigue per minute. A skill roll is necessary for creation; another roll is required each minute. The simplest illusion is to make the psi, and/or anything else he wishes, seem to vanish. Only motionless items can be hidden thus. Skill roll to hide something this way is at a +2.

Illusions can be seen by men, but will not fool Kleesahks or animals. Should a man happen to suspect the presence of an illusion, he may roll a contest of skills — his Mind Shield vs. the illusion-caster's Illusion skill — to see through it. If he succeeds, the illusion will vanish for him, but not for others.

Illusions can only be dispelled by their creator, though the illusion may vanish if the creator is "distracted" by taking damage — immediately make another skill roll with a negative modifier equal to the amount of damage.

The human and Kleesahk versions of the ability seem different. All Kleesahks have this skill. However, the presence of iron reduces their Illusion ability: -3 for every quarter-pound of iron or steel within a yard. Kleesahks can **combine** their abilities to cast a larger illusion using their total Power.

Very few men have the Illusion ability, and it is rarely under conscious control — it manifests only in time of deadly danger (see the character description of Bili the Axe, p. 72). Men cannot combine to cast illusions, but iron does not affect them. Use of this talent would be considered witchcraft by all but the most sophisticated!

Cats can also learn to conceal themselves via illusion, but the trick was taught to only a few of them, and only by the Kleesahks. In **2800**, there may be unseeable cats on the Sea of Grass, but few or none in the Confederation.

Healing

Prerequisite: Telesend at 14+

This is the power used by the Woman of Wisdom (5/78-79) and the Kleesahks to help the subject's body regenerate damage. Use of this ability costs 1 Fatigue per attempt; only one attempt can be made per subject per day. However, if it succeeds, the subject makes one HT roll to recover from injury for **every** point by which the psi made his Healing roll. **Example: Pah-Elmuh, with a Healing skill of 16, rolls a 12 to heal a subject. The subject gets 4 immediate HT rolls.**

Each successful HT roll restores one hit of injury, as per regular recovery from injury (p. B112). These rolls are always at a +3 bonus but do not get any extra bonus for the Kleesahk's Physician skill, if any.

This power can be used to speed the healing of any living creature, but is ineffective against a shielded or unwilling mind. Note that if a subject is rendered unconscious or comatose with his mindshield up, it may remain up — see **Mind Shield** skill, p. 79.

Limitations

You can take a **limitation** on any psi power, which makes it cheaper but less useful. A limitation cuts the cost to buy that power. It affects all skills under that power. Cost to **learn** individual skills is not affected.

You may take more than one limitation on the same ability. However, the total cost modifier may never go to less than 1/4.

The cost modifier is applied to your **total** Power cost, and **then** rounded up. Example: You have a cost modifier of 1/2. You are buying Telepathy (5 points per level). Your first level costs 3 (half of 5, rounded up). Your second level costs 2 more, for a total of 5 (exactly half of 10). Your third level costs 3 more, your fourth level 2 more, and so on.

One Skill (Half Power cost)

This limitation is only available for Telepathy. You can learn only **one** of the skills associated with the Power.

Untrainable (Half Power cost)

Although you have psionic power, you can't learn to control it well. You learn all skills under the affected power as though your IQ was only 8. You can never learn any **skill** at more than 10.

Emergencies Only (Half or 2/3 Power cost)

The power is triggered by the user's fear or excitement. It cannot be used under "routine" conditions — only when the psi is angry, frightened or otherwise full of adrenalin. If the power works at half Power under normal conditions and at full Power only under stress, it is **213** cost (round up).

Limited Subjects (2/3 Power Cost)

This limitation is only available for Telepathy. Your mindspeak ability has one of the following limitations:

Broadbeam only; your sending is picked up by anyone in range who has Telereceive skill.

Narrowbeam only; you can only send to one individual at a time.

Humans only; you cannot send or receive to nonhumans.

Animals only; you cannot send or receive to humans.



Animal Psi Abilities

Prairiecats

All prairiecats are powerful psis, with abilities far superior to those of the average human. A Cat (if it makes its Mindspeak roll) can communicate with any creature that possesses any mindspeak at all.

On the Sea of Grass, prairiecats were known as powerful farspeakers, but repeated interbreeding with treecats has reduced their average power (3/143, 161). A pure-blooded prairiecat might have a Telepathy power of 18+, and sending and receiving skills of 14+. A hybrid cat might be as skilled, but would be unlikely to have a Power over 14 — still far better than most humans!

Horses

Only mindspeak (both sending and receiving) abilities are found among horses. Skill is often good — 10 to 14 — but power is weak. Rarely would a horse have power over 10, giving a range of 100 yards. Horses with mindspeak always have IQ of at least 5. Many horses have no mindspeak ability at all; treat them as ordinary horses, with IQ 4.

Orks and Grampuses

The Ork (killer whale) is the King of the Sea, and the grampus — or porpoise — is his jester. Ork mindspeak is as powerful as that of a prairiecat, though not as “broad-banded.” The average grampus has a Power of 10 to 12 and a skill of 14.

As a rule, the sea-folk will not mindspeak with any person unless they have been introduced by one whom they trust.

Elephants

Elephants can mindspeak among themselves, though relatively few humans are as yet on their “wavelength.” An average skill is 11 to 15; average power is around 12.

Other Beasts

A wide assortment of other creatures have mindspeak abilities. Most will react at +4 to any mindspeaking human who is not obviously bent on their destruction. At various times, mindspeak contact has been made with dogs, bears, foxes, swine, and various mustelids (weasels) including the fencats and huge Lutros.

ESP

The power of “extra-sensory perception” covers the various “sixth sense” skills — to see things hidden to ordinary people. The only ESP skill known to the Horseclans world is Precognition, or Fargathering.

When Precognition is used, a skill roll — made by the GM — is always required. The better the roll, the more accurate and useful will be the information he gives. On a failed roll, he says “You learn nothing.” But if a roll is failed by more than 5, he *lies*. Repeated attempts cost *two* Fatigue apiece, at -2 skill for each repeated attempt.

Recognition, or Fargathering

This is the ability to see the future. It is the chanciest and least-understood of all known psi skills. A “precog” vision may be sight, sound, or just a flash of knowledge. And remember that nothing about the future is *certain*; even if the GM has made his mind up, he could reconsider!

An *active* attempt to Precog requires 10 minutes, and costs 2 fatigue points. It is made at a -10 (!!) to skill.

A *passive* Precog roll may be made at the GM’s whim. Precognition is usually associated with a person or thing. For instance, if you meet a person who has some very important event in his future, the GM will give you a roll (which he makes) to detect the possibility of that event. Or seeing a picture of a place could set off a vision having to do with that place.

Precognitive range is based on Power. Physical distance is figured as for Telepathy (p. 77). Time is equal to power squared, expressed in *days*. But if you are dealing with a person’s future, the fact that he may later travel out of your physical range does not affect your skill.

Default use: Without training, this skill gives you a roll vs. IQ any time you are in immediate danger; a successful roll means you are aware of danger, and a very good roll gives you some details. This works the same as the Danger Sense advantage (p. B14) — because it *is* the same. If you have Danger Sense, you are a psi: an Esper, with Power 5 and no training. Danger Sense is sometimes called “foresensing” by Horseclansmen, as though it were a separate ability, but it is merely a weak form of fargathering.



Witchman Mind-Transfer

This is the Witchman power by which one may “trade minds,” temporarily or permanently, with a victim. Originally developed in 2010 at the J & R Kennedy Center, it has been used ever since to supply the Witchmen, and an occasional favored servant, with new bodies. The new inhabitant of the body has all his old memories (and none of the body’s). He retains all mental skills unchanged, and all physical skills based on the new body’s DX (so, if the body has a DX higher by 1, all physical skills will go up by 1). However, until the Witchman becomes used to the body, skills are temporarily reduced: -2 for a month, and -1 for another month. Cut these times to a week each for any skill that is assiduously practiced.

The actual mind-transfer machine occupies two rooms at the Center and requires 220-volt power and a trained operator. Mechanical transfers are wholly automatic and cannot be resisted by either party; indeed, a common Witchman punishment is to place an offender in a sick or crippled body for a period of time. A mechanical transfer takes less than five minutes.

It soon proved that experience gained on the machine could teach a subject how to transfer minds on his own. Each time after the first that a person goes through mechanical mind transfer, he gets an IQ roll to learn the trick. Thus, it would **be** possible for an intelligent person to make his third transfer unaided. This ability is an advantage, worth 50 character points. If it is learned, these points must be paid off as soon as possible, along with any points “owed” for the new body’s extra ST, DX or HT.

Unaided Transfer

For an unaided transfer to succeed, the user must be conscious — not just mentally awake, but “physically” conscious. Drugs will prevent a transfer. The victim must be unconscious, not mind-shielded, and within range; drugs may be used to knock the victim out. The range is IQ in yards — or, if the user has Telepathy power (which few Witchmen do), the range is 1/100 of normal Telepathy range if that distance is greater. Roll a contest of skills: (IQ + Strong Will) for each person. If the attacker succeeds, transfer is instantaneous; the victim’s mind goes into the user’s old body. There is no further connection, and the user often finds it convenient to kill the old body immediately. Of course, if the victim had been drugged, the Witchman is now in an immobile body, and can neither move nor transfer out until the drug wears off.

A failed attack will be felt as *something* and will awaken the subject if drugs were not used, but no one who had not experienced mind transfer would be likely to know what had happened. A failed attack costs the attacker 3 Fatigue, and may not be repeated against the same victim for 24 hours.

Temporary Transfer

A Witchman capable of unaided transfer can also perform a *temporary* transfer. Requirements for the transfer are the same as above. However, the Witchman’s body lies unconscious, while the victim’s mind remains in his own body — aware but helpless (1/167). The Witchman may use the new body as long as he likes. To return to his old body, he must be within range, as above. The retransfer is instantaneous, and the victim’s mind will immediately regain control of his body.

Temporary transfers are useful for “suicide missions” in which the Witchman does not really die; if his own body is within range, he can easily withdraw from his temporary vehicle before it loses consciousness. This is not without risk; most of the Witchman’s psyche remains in his old body. If the old body is killed while he is inhabiting a temporary transfer, he will be trapped in the “temporary” body, doomed to die there, unless he can return to the Center for a mechanical transfer.

It is even possible for a Witchman to perform a *chain* of temporary transfers — jumping from a “possessed” body into another one, and then another. Each body he vacates will be left unconscious behind him. This is even riskier, because the chain of possessions must be undone in reverse order for the Witchman to return to the body that he thinks of as “his **own.**” As each link in the chain is retraced, the bodies that the Witchman has finished with will regain consciousness, remembering the time they were “possessed.”



Using Psi With Other Skills

Psi skills can be used in a number of creative ways. In general, the GM should let a successful psi roll give a *bonus* on an appropriate skill roll. What is “appropriate” is left up to the players’ creativity; as always, the GM has the final word.

In general, the psi roll must first be attempted. If it is successful, the real **task** is made easier. A failure does not affect the **task**, but a critical failure gives a penalty equal to the bonus that would have been gained. Some examples:

Successful mindspeak with a creature will give a +4 on any Animal Handling roll with that creature.

Successful mindspeak with a patient will give a healer a +2 on any Diagnosis roll.

Reading a foe’s mind would be good for a +2, or better, on a Strategy roll — the trickier the foe’s plans, the better the bonus.

Successful broadbeam of soothing thoughts would give a +2 on any Diplomacy roll, or on any reaction roll where combat or panicky flight are possible reactions. The soothing need not be done by the person doing the negotiation, and even those without Telereceive powers will receive the soothing emotions.

Transfers to Animal Bodies

The Witchmen are known to have experimented with transfers into the bodies of other species of mammals, and even into reptiles (2/137, 153). These experiments have not always been successful. But a Witchman, in an emergency, might **try** an unaided transfer into an animal body if none other were available. Temporary transfers don’t seem to work with animal bodies, but permanent ones occasionally do (-4 to IQ on the Contest of IQ).

However, since the new body’s brain will be *so* different, the Witchman cannot immediately transfer out again. Perhaps after months or years another unaided transfer might be possible. Perhaps the animal body will have to return to the Center, somehow ‘identify itself, and get a mechanical transfer. This could make for an interesting adventure, or even a whole

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MASS COMBAT

This system is *not* a set of “wargame rules.” It is not designed to play out the details of a long battle. Instead, it gives a quick answer to the most important questions for a roleplaying campaign: *Who won?*, and *what happened to the player characters?*

Costs are also given for raising and paying military units, for those campaigns in which the PCs are, or want to become, military leaders.

Mass Combat Turn Sequence

The system has **six** basic steps for each battle (or each day of a battle):

1. Calculate the Basic Troop Strength of each unit involved. Total them to get the strengths of the two opposing forces.

2. The **GM** rolls for Catastrophes for each force.

3. Each PC makes **his** Survival and Glory rolls.

4. Contest of Skills using the two leaders' Strategy **skills**, modified by

(a) relative size of the forces.

(b) relative position

(c) results of Catastrophes

(d) Glory (or death) of unit leaders.

(e) GM's analysis of the two sides' respective strategic plans.

(f) Special circumstances

5. Each PC on the losing side makes a second Survival roll.

6. Assess casualties to each force and (where it matters) to **units** within a force.

Overview

Each army or other force is divided into **units**, each composed of one type of fighter. Therefore, for instance, the men and prairiecats of a Horseclans raiding party would be treated as two separate units. Most units should be from **10 to 500** men; the GM has the last word on what may be a “unit.”

Each unit has a **Troop Strength** reflecting its size, type and quality. The Troop Strength of a force is the sum of the strengths of all its units. All units are recorded on a **Force Roster** (blank form on p. 90). Each force has a designated commander, who may be a PC or NPC.

When battle occurs, the opposing leaders roll a quick contest of their Strategy skills. If one force is significantly stronger or has other advantages, its leader receives a bonus to his Strategy roll. The contest determines battle results, including losses taken by both sides.

Thus, a long battle may be reduced to a very few die-rolls. Again, this is *not* a wargaming system, but an adjunct to roleplaying.

Troop Strength

The first step in resolving a battle is to determine the Troop Strength of the forces involved. The Troop Strength value of each man (or other creature) is determined from his **type** and **quality**. Multiply this value by the number of men in a unit to give the Troop Strength (TS) of that unit. Note that in a *siege* situation, cavalry must dismount, and have only the TS of the equivalent infantry type.

Troop Types

This listing covers the most common troop types of the *Horseclans* series, or of any low-tech fantasy or medieval background.

Heavy Cavalry (HC): Armored cavalry with trained warhorses, heavy lances, and other “shock troop” weapons. Horse archers of this type normally employ crossbows, but Kindred favor their hornbows. TS value **8**.

Medium Cavalry (MC): Moderately armored cavalry using medium warhorses (with light barding), light lances, spears, and other weapons. TS value **6**.

Light Cavalry (LC): Troops mounting light horses, with very little armor; javelins, spears, and other light weapons. TS value **4**.

Irregular Cavalry (IC): Barbarians or mountaineers without formal training, on light horses, with a variety of armor and weaponry. TS value **3**.

Heavy Infantry (HI): Footmen, in full plate or less, with axes, greatswords, and other heavy hand weapons. TS value **5**.

Medium Infantry (MI): Moderately armored footmen — half-plate or less — fighting with polearms, swords, and other medium weapons. TS value **4**.

Pikemen (PI): Lightly armored — generally leather and light metal combinations — and equipped with pikes, poleaxes, and oversized dirks. Pikemen are typical in Skohshun forces, and rare in forces of other nationalities. TS value **3**.

Determining Troop Quality

If the campaign situation or adventure does not dictate the quality of a body of troops, determine troop quality by rolling three dice on the chart below.

Use the same chart when determining the quality of a newly-raised unit (see p. 85) or when recruiting replacements — in this case, it gives the **average** quality of the replacements you were able to hire.

Die Roll	Troop Quality
3	Elite: base morale 16.*
4+	Crack: base morale 15*
7+	Seasoned: base morale 14
9+	Average: base morale 13
11+	Green: base morale 11
16+	Raw: base morale 9

*Roll again if you were trying to raise a new unit, or to recruit more than 10 men.

Light Infantry (LI): Regular footmen and trained spear levies wearing little or no armor and fighting with polearms, spears, javelins, shortswords, and other light skirmish weapons. TS value 3.

Irregular Infantry (II): Irregular footmen and untrained spear levies employing any armor and weaponry available. Pioneers, engineers (or “dung-beetles”), artificers, and other specialists are included in this troop type. They are likely to be experienced, though. TS value 2.

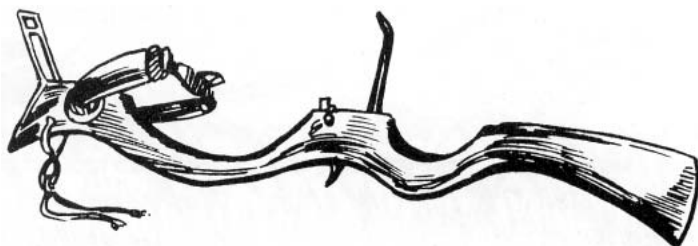
Armored Prairiecat (AC): Fully-grown prairiecat with leather or leather/chain armor. TS value 8.

Prairiecat (PC): Fully-grown prairiecats, without armor. TS value 6.

War Elephant (WE): A single heavily-armored, battle-trained elephant and its *feelahks* (trainer). Some WE can carry up to four archers in “baskets” — add the appropriate TS value. If the trainer can mindspeak with the elephant, increase quality two grades — not to exceed “Elite.” TS value 250.

Armored Chariot (CH): An armored war-cart, driver, and barded horse. An archer can be carried — add the appropriate TS value. TS value 40.

Siege Engine (SE): A large catapult or dart-thrower, with crew of 4. TS value 50.



Missile Weapons

The troop descriptions above assume that the troops do *not* use missile weapons. For troops that are also trained with missile weapons, add to the TS value as follows: 1 for slingers, 2 for ordinary bowmen, 3 for Horseclans hornbows or Witchman *ryfuhlz*.

Troop Qualities

Troop *quality* is determined by the average experience of its men. This directly determines the base *morale* of the unit.

E: Elite; veterans of 15 or more engagements. Base morale 16. Increase pay by 50%. Double the base TS value.

C: Crack; veterans of 10 to 14 engagements. Base morale 15. Increase pay by 25%. Increase the base TS value by 50%.

S: Seasoned; veterans of 6 to 9 engagements. Base morale 14. Increase cost to raise and pay by 10%. Increase the base TS value by 20%.

A: Average; veterans of 4 or 5 engagements. Base morale 13. Use the base TS value and cost to raise and pay.

G: Green; veterans of 1 to 3 engagements. Base morale 11. Reduce the TS to 80% of base value. Cost to raise and pay is the same.

R: Raw; trained, but with no battlefield experience. Base morale 9. Decrease cost to raise and pay by 20%. TS is only half of base value.

U: Untrained; civilians with weapons. Base morale 6. Decrease cost to raise by 30%; pay is negotiable. TS is 1/4 of base value. If a U unit survives 3 battles, treat the survivors as Green troops who have had one engagement.

Catastrophe

When the battle begins, the GM rolls 3 dice on the following table, once for each side, to see if something goes disastrously wrong. The force leader (but no other PC) can use Luck, if he has that advantage, to re-roll a catastrophe.

Changing Troop Quality

In a continuing campaign, units will lose troops and replace them — sometimes with experienced men, sometimes with raw recruits. Keep track of the number of engagements a unit fights, counting anything over 20 as 20. When a unit adds new men for any reason, the new Troop Quality is the new average experience of the men.

Example: Whaluhn's Wallopers is a crack unit, with average experience of 10 engagements. It has 87 men. Myk Whaluhn recruits 11 more men, of “green” quality. Average experience is computed as follows: 87×10 for the old troops. 11×1 (use the low end of the experience scale) for the new men. 870 plus 11 is 881 . Divide that by 98 men, for an average experience of just under 9 . Round down to 8 . The company is now considered to have an average experience of 8 engagements, making it merely “seasoned.” Two more fights will bring it back to “crack” status.

Raising Troops

The cost to raise a body of troops is determined by type — the cost to purchase the equipment and pay a hiring bonus — as follows, per man:

Heavy Cavalry: \$14,000
Medium Cavalry: \$9,000
Light Cavalry: \$5,000
Irregular Cavalry: \$3,000
Heavy Infantry: \$9,000
Medium Infantry: \$5,000
Pikemen: \$2,000
Light Infantry: \$1,500
Irregular Infantry: \$200

Prairiecats: Free, but available only to Clans or the Confederation, and only in small numbers.

Armored Prairiecats: \$1,000, only for Clans or Confederation, and even rarer.

War Elephants: \$200,000 or more, and very rare.

Chariots: \$30,000

Siege Engines: \$25,000 average — varies widely.

GMs may modify costs for special circumstances, such as unusually good or bad availability of men, horses and equipment.

Add \$500 per man if the troops are slingers, \$1,000 for ordinary archers, \$1,500 for hornbowmen (i.e., Horseclansmen), and \$2,000 for rifles (only available to Witchman leaders).

Normally, troops of Elite and Crack quality cannot be “raised” — there are not that many trained men currently unemployed. It costs 10% more to raise a Seasoned troop, and 20% less to raise a Raw troop.

The GM decides what sort of troops are available. PC leaders will usually want to raise the best troop they can, given their budget. If the GM needs to determine troop quality *randomly*, use the table on the previous sidebar.

Paying and Maintaining Troops

It costs about **\$200** per month to feed and maintain an infantryman; **\$800** for a cavalryman and his horse, **\$8,000** for an elephant. This must be paid, or a unit will revolt, dissolve, or desert.

Troops also expect monthly pay; unpaid troops can be dangerous to their leaders or employers. Morale drops by **1** after the first missed payday, **2** after each succeeding missed payday. Make a morale roll on each missed payday, *after* reducing morale. A failed roll gives bad results, *as* per the GM's whim. Every *second* payday made increases morale by **1**, but only to the extent of eliminating the negative modifiers for previously missed paydays.

Generally speaking, human troops expect to be paid about 10% of the cost-to-raise, each month, regardless of their experience. (For more detail, see *Military Jobs*, p. **65**). A 50% bonus will increase morale by **1** for the next month; a 100% or more bonus will increase morale by **2** for the next month. Income from looting counts as pay.

Formation Sizes

This information is *not* necessary for play; it is background only, for those involved in military campaigns. Military ranks are discussed on p. **62**.

A *squad* (or cavalry *lance*), is the smallest military unit, composed of six to sixteen troops, including a "squad leader" of Rank **1** or **2**.

A *file* is composed of two to four squads plus a leader of Rank **2**.

A platoon is composed of two to four files plus a leader of Rank **3**.

A *company* (or *troop*) consists of two or more platoons and a leader of Rank **4**. At the company level and higher, there will also be support personnel (e.g., cooks). There may also be special-purposetroops, temporarily or permanently attached to the unit (e.g., engineers, scouts).

A *battalion* (or cavalry *squadron*) consists of two or more companies and a leader of Rank **5**.

A *brigade* (or *regiment*) consists of two or more battalions and a leader of Rank **6**.

A division is composed of two or more brigades and a leader of Rank **7**.

A *corps* is composed of two or more divisions (plus attachments) and a leader of Rank **7** or **8**.

An *army* consists of two or more corps and a leader of Rank **7** or **8**.

3-9: no catastrophe.

10: Enemy reveals a terrifying atrocity. **-1** to Morale of all units.

11: Enemy receives last-minute reinforcements. Increase his Troop Strength by 10%. (The GM may be creative about the nature of the reinforcements.)

12: Enemy manages some sort of surprise: **-1** to Strategy roll.

13: Force leader wounded early in battle (**2** dice of damage). **-1** to Strategy roll.

14: Turncoats or telepathy have revealed part of the battle plan. **-2** to Strategy roll.

15: Dissension among top leaders weakens morale. **-2** to Strategy roll. **-1** to Morale of all units.

16: An important unit leader (roll randomly among leaders commanding at least 20% of that sides's Troop Strength) killed early in battle. (If a **PC**, he is wounded to unconsciousness, and makes no further Survival or Glory rolls.) **-2** to Strategy roll. **-2** to Morale of his unit.

17-18: Force leader killed early in battle (if a **PC**, wounded and unconscious). Base Strategy roll cut in half (round up). **-2** to Morale of each unit.



Consequences to Player Characters

Often, the braver a warrior, the less likely he is to avoid harm! Each **PC** in a battle must roll against "Battle" skill. This is not a skill which can be studied in itself. It is the average of your Tactics skill (defaulting to IQ-6) and your skill with the weapon you are using. The Tactics skill covers your prudence and caution; the weapon skill covers your ability to get the foemen before they get you! (Animal PCs use DX instead of a weapon skill; Horse PCs may use their rider's Tactics skill if it is better than their own.) Note Battle Skill on the PC's record sheet *in pencil*, since it will change if you go into battle with a different weapon.

Each **PC** will roll twice: first for survival, and then for glory. The two rolls are separate. Roll for glory even if the character dies — a glorious death can inspire the troops.

A **PC** can choose to take more or less risk, announcing his choice before his Survival roll. He may choose any number from **-6** to **+6** as a modifier. However, the *opposite* modifier applies to his Glory roll. No guts, no glory!

Survival Roll

When any result calls for injury, take the injury directly off HT — subtract Toughness, but not armor. Determine hit location(s) randomly. If a **PC** unit or force leader takes enough injury to fall unconscious, his force's final Strategy roll is affected as per Catastrophes, described above.

Make Battle Skill roll by 5 or more: Unhurt.

Make roll by 1 to 4: Take 1 hit of damage.

Make roll exactly: Take 2 hits of damage.

Miss roll by 1-2: Take (1 + 1) damage.

Miss roll by 3-4: Take 2 wounds, each 1 die of damage.

Miss roll by 5-6: Take 2 wounds, each 2 dice of damage.

Miss roll by 7+ (or roll 17 or 18): Take 3 wounds, each 2 dice of damage.

Glory Roll

The numbers in brackets indicate the modifier to the force's final Strategy roll if the PC is a unit leader. Add an extra +1 for good results, or -1 for bad results (a missed roll), if the PC is the leader of the wholeforce.

Critical success. Covered with glory! Check reaction of superior officer at +2; if roll is 16+, character is offered a promotion of one Rank (p. 62). If reaction is 19+, offered membership in military order (GM's discretion). [+2]

Make roll by 7-9. Fought with great courage and heroism. Check reaction of superior officer as above, but at no bonus. [+1]

Make roll by 4-6. Fought heroically. Check reaction of superior officer as above, but at -2. [+13]

Make roll by 3 or less. Fought competently.

Miss roll by 1-3. Fought adequately.

Miss roll by 4-6. Fought poorly. Superior officer notices your ineptness or caution; make a reaction roll to see how he will treat you after the battle. [-1]

Miss roll by 7+ (or roll 17 or 18). Fought abysmally. Results as above. In addition, if you survive the battle, someone your equal in rank will publicly name you coward and ~~try~~ to provoke a duel. [-3]

Strategy Modifiers

The GM now accounts for the circumstances of the battle, noting various modifiers, positive and negative, to the Strategy skill of each side's leader. All these modifiers are cumulative.

Relative Troop Strength

Compare the troop strengths of the opposing forces. Divide the **greater** TS by the **lesser** one. This will give the "odds ratio" for the combat — for example, a TS of 100 vs. a TS of 50 is a ratio of exactly 2, or, in wargame parlance, "2 to 1." The greater the odds ratio, the greater the bonus to the Strategy skill of the stronger force's leader, as follows.

Ratio of 1.2 or less: no Strategy skill bonus

1.2+ to 1.4: +1 Strategy skill bonus

1.4+ to 1.7: +2 Strategy skill bonus

1.7+ to 2: +3 Strategy skill bonus

2+ to 3: +4 Strategy skill bonus

3+ to 5: +5 Strategy skill bonus

5+ to 7: +6 Strategy skill bonus

7+ to 10: +7 Strategy skill bonus

Over 10 — that is, better than ten to one: +8 Strategy skill bonus!

Elevation and Defensive Position

If one side is clearly the defender, it gets Strategy modifiers based on its position. When appropriate, the modifiers below are cumulative.

Attacker attacks downhill: -3 or worse!

Attacker approaches under cover: -1

Attacker must come up a gradual incline: +1

Attacker must come up a steep incline: +2

Attacker must come up steep incline on bad ground: +3

*Attacker must force a narrow passage: defile, pass, ford, or bridge: +2 to +8, depending on how narrow it is

*Defender is protected by a breastwork, castra, or unforded river: +3

*Defender occupies a manor, stronghold, or unwallled city: +4

*Defender occupies a walled city: +6

*Defender occupies a castle: +8

Loot

Many military units — not just Free-fighters, but regular army — depend largely on loot to make life worthwhile. The loot available in even a burned-out and picked-over city can be immense, and is up to the GM to settle.

But the loot ~~from~~ a battlefield is also very valuable. The force that holds the field after a fray will be able to recover the arms and armor of all its **own** casualties, and most, if not all, of the other side's dead. If the ~~foe~~ routed, both its dead and wounded — **all** its casualties — **will** be left for looting.

Very roughly speaking, the average value of the gear stripped from a killed or captured trooper would equal 1/3 of the cost to "raise" that trooper (p. 85). It would sell for less — possibly only 20% of that cost, in cash — but to an army, most or all of the salvage will be useful. Halve these numbers again for cavalry; live horses are expensive, dead ones are rations at best.

Ransom

Especially among Kingdom Ehleens and burk-lords, it can be highly profitable to take a noble foe as prisoner rather than slay him outright. Many such lordlings would carry a ransom of hundreds, if not thousands, of dollars.

Use of Pikemen

Pikemen can neutralize a cavalry charge. When figuring cavalry superiority, count pikemen as cavalry for the side with **less** cavalry. Thus, pikemen cannot give you cavalry superiority, but they can neutralize the other force's superiority.

Prairiecats in Battle

Cats are even more valuable as scouts than they are as warriors. If you have even one Cat and your foes have none, you get a +1 bonus to your final Strategy roll. But if both sides have Cats, whatever the number, neither side gets a bonus. The Cats will not fight each other over human quarrels.



Rout and Disaster

A force routs, fleeing in panic, on a very bad combat result and/or a failed morale roll. If a force routs, its casualties are increased. Whether the unit will ever re-form, **as a unit**, is up to the GM. If the battle was in friendly territory, and/or the unit was largely cavalry, and/or there were lots of places to hide, and/or the leader is charismatic, the survivors may be able to re-assemble.

PCs whose units are routed (or totally crushed) must make their second Survival roll at -2. After that, their adventuring will be directed, at least for a time, toward getting home alive and re-joining their force!

Morale

Each unit starts with a *base morale* determined by its troop quality. Campaign events can affect morale before the battle. Catastrophes, or loss of leaders during the battle, affect morale ~~for~~ **that battle only**.

Example: Whaluhn's Wallopers are a crack unit — base morale 15. Loot was good last month, so they entered the battle with a +1 morale, ~~for~~ a 16. In the first hour of battle, Myk Whaluhn was slightly wounded (-1 morale). So effective morale is back to 15.

Morale is used to determine whether a defeated unit withdraws in good order, or routs. During the campaign, the GM may also require a morale roll whenever a unit is asked to do something dangerous or unreasonable (e.g., fight at unreasonable odds, skip a payday, wear pink uniforms).

Morale Modifiers

In a war against an hereditary foe, morale is always at +1.

Any Confederation unit led by Bili or any Undying, or any Horsecrans unit led by Milo, gets a **+1**. Other leaders of similar stature would give the same bonus.

Atrocities always require a morale roll. On a failed roll, morale drops by 1. On a successful roll, morale rises by 1 instead, in anger.

Units defending home ground always have +2 morale.

Morale before a battle is at +1 if the unit has defeated the same foe this year, or **-2** if the unit **has been defeated by** the same foe this year.

Bonus payments can increase morale. See sidebar, p. 86.

Special Troop Superiority

These are Strategy bonuses for superiority in terms of certain types of fighter. A **3 to 1** superiority, for instance, means your *fighters* of that type, regardless of quality, outnumber the foemen or engines of that type by **3 to 1**. There are three types of superiority: siege engine (only in siege situations); cavalry (only in non-siege situations); and missile weapon (see Raising Troops sidebar, p. 85). Each type of superiority counts separately: if you have a force of mounted archers and the foe has no cavalry or missiles, you have **5 to 1** superiority in both missile weapons and cavalry. Elephants count **30(!)** each for cavalry superiority.

2 to 1: +1

3 to 1: +2

5 to 1 or better: +3.

Special Circumstances

Add Strategy bonuses, or subtract penalties, for any of the following situations that apply. Note that *all* these circumstances are determined by the GM or the group's roleplaying; for instance, a unit is unsupplied if the GM says it is!

Taken totally by surprise: **-5**

Partial surprise — less than an hour's warning: **-2**

Force-marched into engagement: **-3**

Unsupplied: **-3**

Supplied by forage only: **-1**

On home grounds: **+2** (not cumulative with bonus for manor, city, or other fortification)

The GM may give additional bonuses or penalties from **-5 to +5** for other factors as he sees fit — e.g., a heavy fog when trying to launch a closely coordinated attack would be worth **-3**.

Battle Plans

Finally, the GM should require the players to give him a battle plan (or plans, if there are PCs on both sides). If, in his opinion, these plans are especially good or bad, he may apply from **+3 to -3** on the final Strategy roll.

Resolving the Contest of Strategy

Having noted all these modifiers, a Quick Contest of Strategy is rolled, to determine how well the opposing leaders handle their troops. Each leader rolls against his modified Strategy skill. (For battles involving a total of less than **200** men, Tactics skill may be used instead.)

The winner of the Quick Contest of Strategy is the winner of the battle. The *difference* in the amounts by which the leaders make (or miss) their rolls will determine how decisive the outcome is.

Examples: One leader makes his roll by **4**, the other by **2**. The difference is **2**; the battle was fairly inconclusive. If one leader makes his roll by **4** and the other *misses* by **4**, the difference is **8** — a much more one-sided fight.

Refer to the appropriate table below to find the outcome of the battle. Use Tables B or C if any of the Defensive Position Strategy modifiers (those with an * on p. 87) are being used. Otherwise, use Table A.

A. Open-field Battle Outcomes

0-3: Inconclusive battle. Each side holds position, or may choose to withdraw in good order.

4-7: Marginal victory. Each unit of the loser withdraws in good order if it can make a *Morale Roll* (below); otherwise it routs.

8-12: Definite victory. Each unit of the loser withdraws in good order if it can make a *Morale Roll* at **-2**; otherwise it routs.

13-16: Great victory. Each unit of the loser withdraws in good order if it can make a *Morale Roll* at **-4**; otherwise it routs.

17 or more: Overwhelming victory. The loser routs.

B. Siege Outcomes — Defender Wins

1-3: Inconclusive battle. The attacker is thrown back, but holds his former position. He may attack again on the next day, at **-2** morale.

4-7: Marginal victory. The attacker holds position if more than half its troops can make a *Morale Roll* (below); otherwise the whole force withdraws in good order.

8-12: Definite victory. The attacker holds position if more than half its troops can make a *Morale Roll* at **-2**; otherwise the whole force withdraws in good order.

13-16: Great victory. Each individual attacking unit withdraws in good order if it can make a *Morale Roll*; otherwise that unit routs.

17 or more: Overwhelming victory. Each individual attacking unit withdraws in good order if it can make a *Morale Roll* at **-2**; otherwise that unit routs.

C. Siege Outcomes — Attacker Wins

0-3: Inconclusive battle. Though the attacker technically won, the defender will suffer no morale penalty if another battle ensues.

4-7: Marginal victory. Both sides hold position. The defender will be at **-2** morale if the attacker returns to the fray.

8-12: Definite victory. The defender holds position if more than half its troops can make a *Morale Roll*; otherwise the whole force withdraws**.

13-16: Great victory. The attacker captures the position. Each individual unit of the defender withdraws** in good order if it can make a *Morale Roll*; otherwise that unit routs or, if there is no escape, surrenders.

17 or more: Overwhelming victory. The attacker captures the position. Each individual unit of the defender withdraws** in good order if it can make a *Morale Roll* at **-2**; otherwise that unit routs or, if there is no escape, surrenders.

***If defenders get a “withdraw” result and have nowhere to go, make a second Morale Roll for each such unit at +2 over the previous roll. A success means that unit holds position and another battle is likely. (These defenders probably have their backs to a wall or have retreated to an inner strongpoint.) A failure means that unit surrenders.*

Second Survival Roll

Any PCs on the *losing* side of a battle must make a second Survival roll (p. 86, using the same glory/survival modifier chosen for the first roll). Adjust this roll down by -1 for every 3 full points of difference in the outcome of the battle. If defending, adjust *up* by any bonus for position (modifiers with an *) the defending side received.

Casualties

Lastly, casualties are determined for each side. This does *not* affect the PCs; their fates are determined by their Survival Rolls. Even if a unit is wholly wiped out, a PC who made his Survival Roll got away somehow.

Find the Quick Contest of Strategy difference on the Casualty Table below. Opposite that number (a positive number for the victor, a negative number for the loser) is listed the percentage of troops that side lost in the engagement. For



Roleplaying Battle Scenes

The system presented here will resolve large combats. It is up to the GM to make these interesting for the players — and vice versa. The GM should always sketch a map of the battlefield (or perhaps of several optional battlefields) to help the PCs visualize the strategy, especially if they are unit or force leaders.

When the GM plays the part of the adversary in battle, he should occasionally spring a tactical surprise on the players. Describe it realistically. If they handle it well, they get a Strategy roll bonus; if they react poorly, they suffer a penalty.

Players whose characters are in leadership positions may attempt to give orders to their troops once the battle has *started* and any enemy surprises have appeared. PCs who are mere troopers can control only their own fates — and then, only to a limited extent — by deciding how much bravery (or cowardice) they will show. But they should describe their actions anyway: not just “I’m going for a -3 on Survival to get a +3 on Glory” but “I’m shouting insults and charging the enemy standard-bearer.”

Likewise, morale effects — during the campaign, at the beginning of battle, and when the troops begin to rout — are an opportunity for the GM to be dramatic.

Remember: this is a world for heroes. Players should be heroic. GMs should remember that *they* are bards; tell the tale well, and reward heroism.

example, if the difference is **3**, the loser consults “-3” and loses (**4 dice + 20**)% of its troops as casualties, while the victor consults “3” and loses (**4 dice**)% of its troops.

If the defender was protected by his position (modifiers with an * under *Elevation and Defensive Position*), add that modifier to *his* Contest difference (but not his opponent’s) before assessing casualties. For instance, if the defender lost the roll by **3**, but had a **+3** Strategy modifier due to position, it would take casualties on the “0” line.

Units’ armor type (heavy, medium, or light) moves them downward on the Casualty Table as shown below.

If a unit routs, roll a die and adjust casualties upward by that many *lines* on the Casualty Table.

Round all losses up. Losses are divided evenly among the units of a force unless the GM decrees (or a PC leader says) that some particular unit was leading the fray or holding back.

Half the casualties (round down) are killed or permanently maimed. The other half recover at 5% (of the original unit) per day in camp, or 2% per day on march. Lost chariots are considered wholly destroyed.

Quick and Dirty Mass Combat

If you don’t want to take the time to break each side down into its component units, just estimate the force’s Troop Strength and overall base morale (possibly by assigning an “average quality” and “average type” to each force). Apply all other modifiers as before, estimating where necessary (as when figuring siege engine, cavalry, or missile superiority). Roll the Quick Contest as before, *taking* casualties and checking morale, when required, for the entire force.

Two sets of equivalents may help here.
500 irregular infantry are approximately equal to:
320 light infantry, irregular cavalry, or pikemen,
250 medium infantry or light cavalry,
200 heavy infantry,
160 medium cavalry or prairiecats,
125 heavy cavalry or armored prairiecats,
25 armored chariots, 20 siege engines, or 4 war elephants.
Similarly, 500 raw recruits are approximately equal to:
300 green troops, 250 average troops, 200 seasoned troops, 165 crack troops, or 125 elite troops.

-19 or less	(12 + 60)%	1, 2	(4 + 5)%
-17, -18	(11 + 55)%	3, 4	(4 dice)%
-15, -16	(10 + 50)%	5, 6	(3 dice)%
-13, -14	(9 + 45)%	7, 8	(2 + 2)%
-11, -12	(8 + 40)%	9, 10	(2 dice)%
-9, -10	(7 + 35)%	11, 12	(1 + 2)%
-7, -8	(6 + 30)%	13, 14	(1 die)%
-5, -6	(5 + 25)%	15, 16	2%
-3, -4	(4 + 20)%	17, 18	1%
-1, -2	(4 + 15)%	19 or more	no losses
0	(4 + 10)%		

Heavy Cavalry, Heavy Infantry, Armored Prairiecat, War Elephant: adjust result down by **4 lines**.

Medium Cavalry or Medium Infantry: adjust result down by **2 lines**.

Light Cavalry, Light Infantry, Pikemen: adjust result down by **1 line**.

This ends the “mechanical” portion of mass combat. Dealing with the outcome in terms of the campaign is left to the GM and the players.

FORCE ROSTER

Troop name	Troop type	Troop quality	Morale	#men	Basic TS	Leader: _____			
						NT	Strat	Tact	Battle
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

HORSECLANS BESTIARY

7

The world of the *Horseclans* series is populated with many strange and wonderful creatures. In addition to the native creatures of North America, one may find wild descendants of escaped zoo animals (like antelope and hyena), artificially developed beasts (prairiecat and shaggy-bull), and mutations induced by radiation from the War (like fencat and Tatzelwurm).

Only those creatures unique to Horseclans Earth will be described in detail. Other common beasts are listed in the descriptions of the various demesnes. Those wanting great detail about animals may be interested in the *GURPS Bestiary* book, to be released in early 1988.

Ahrmehnee Bearhound (816)

These fierce dogs are Ahrmehnee-bred especially to hunt bears. ST 10, DX 12, IQ 5, HT 14 is average; a well-bred and fully-trained boarhound is worth \$1,000. Some clans (especially in Tehksuhs) and dog-tribes will have large "tooth-hounds" with similar characteristics.

Blackfoot (1/109, 149, 12/70)

This mutated giant ferret is one of the most dangerous predators of the plains. The Blackfoot is the deliberate result of a pre-War laboratory's attempt to reproduce the prehistoric beast known as a "creodont." Fortunately, they are rare.

Blackfoot is low and snaky, with a cream or brown pelt, black feet and mask, and a mouth full of daggerlike teeth. The thick winter pelt of a Blackfoot will bring at least \$300 — more if it was not too badly damaged in the taking.

A mature Blackfoot is 15 feet long, plus 5 feet of tail, though the shoulder is less than 3 feet off the ground. ST 40, DX 15, IQ 5, HT 15140 (they are *very* hard to kill). Hide has PD 1, DR 1. They are cat-fast for short distances — Move 10 to 12. They can mindspeak, but reaction to humans is never better than Poor.



Camel (13/80, 156)

Both the Bactrian (two-humped) camel and the one-humped Dromedary are now found on the plains. Both varieties are mindspeakers; otherwise their descriptions are the same as the one given on p. B140. Mindspeaking ability has not made them any smarter or sweeter-tempered.

Elephant, or Elafahsee (2128, 122)

Both Indian (Southern) and African (Iron Mountain) varieties

are now found in Southern Mehrikah near the mouth of the Mizipi (16/22). They are mindspeakers (see sidebar, p. 82), but otherwise as described on p. B140. Though the bull elephant is larger, the herd boss is always a cow.

The Southern Kingdom uses elephants in battle; they are delicate, but more maneuverable than war-carts and few men will stand in the face of their charge. In war, they wear thick plate barding (PD 4, DR 9); 600 lbs. and up; \$10,000 and up. A few are trained to use two-yard, double-edged swords in their snouts and carry archers (16/162).

Fencat

This yard-long swamp animal is a mutated descendant of minks or weasels. Good mindspeakers (power 8 or so, but Telesend and Telereceive around 14), they are on a mental "wavelength" to which few humans are accustomed, but are friendly to those they can talk to. Physically, they are glossy brown (the pelt would be worth \$40 or so), with short legs and webbed paws. They are quick, agile hunters, and are used by the Southern Ehleens as ratcatchers (a fencat kitten would sell for \$150).

An adult fencat weighs some 20 lbs., with ST 5, DX 16, IQ 6, HT 15/6. Move is 7 or more. It bites for (1-4) cutting damage.

Feral Cats

For several years after the Two-Day War, house cats deprived of their usual comforts were an occasional danger near former urban areas. Their descendants still roam the plains. Wild cats are hardier and stronger than their pampered ancestors, and roam in small "prides" of 4 to 20. Most weigh 12 to 16 pounds; they are smaller than 1-hex size.

ST 4, DX 15, IQ 5, HT 14/4. Speed 10. If provoked singly, they attack with needle-sharp teeth and claws for 1-4 damage; since the claws and teeth are sharp, but short, treat this as cutting damage. Otherwise, feral cats prefer to overwhelm their prey (see "Swarm Attacks," p. B138), four or five cats constituting a "swarm" which does 1 die cutting damage per turn; armor protects with its normal DR. Dispersed by 12 hits.

Hyena, or "Skunk-Wolf" (14/214-216, 218-219)

These dangerous predators, descended from zoo animals, are sometimes found in the southern Sea of Grass. Dusky brown with black stripes, they can be recognized by the fact that their forelegs are longer than the rear ones, slanting the body back, and by the ruff of hair on their powerful necks. Their cry, which sounds like a madman's laugh, is also unique. They are rarely seen singly; groups of four to a dozen are the rule.

They prefer to scavenge or to kill weak or helpless prey, but are strong and vicious fighters. They eat guts, bones and all.

An adult hyena has ST 18, DX 13, IQ 4, HT 12/16, Speed 9. The hide has PD 1 and DR 1. The hyena bites very powerfully: +2 from the table on B136, or an average of 1+2 (cutting damage) for an adult.

Lutros (11149)

This giant, mutated otter is similar in general appearance to Blackfoot (above) — enough so that hunters familiar with Black-

foot are likely to attack immediately. This is unfortunate; Lutros is intelligent, telepathic, willing to befriend man . . . and an even more dangerous foe.

Lutros is native to the swamps of South America; the one described at 1/149 had escaped from an **Ehleen** "monster cult" (p. 22) which worshipped him and sacrificed to him. In color, it is a dark brown, with no mask or other markings. A winter Lutros hide in **good** condition would be worth at least \$600.

An adult Lutros is a formidable creature, 18-20 feet long plus 6 feet of tail, with the shoulder some 4 feet off the ground. The legs are short, and the body is more solidly built **than** that of Blackfoot. The eyes are black and intelligent; the **muzzle** is **sharp** and fringed by whiskers. The hind feet are webbed, and the tail is flattened for swimming. An average adult Lutros would be ST 50, DX 15, IQ 6, HT 15/50; hide has PD 1, DR 1. **Speed** is 8 to 10 either on land or in water.

Ork

The Ork (orca, or killer whale) is the companion and ally of the **Sea Islanders**, just as the prairiecat is the friend of the Horseclansman. Orks have powerful mindspeak ability (see p. 82).

They may be found singly or in **pods** of 3 to 12. They are not at all averse to attacking and eating humans who cannot mindspeak them or who seem unfriendly to the Sea Islands.

An adult Ork looks like a sleek black-and-white dolphin of monstrous size — 30 feet long, with a six-foot dorsal fin. ST 50, DX 14, IQ 8, HT 15/25. Move 15 in the water. Their blubber has PD 0, DR 1. An Ork's bite does 2+2 cutting damage; it can chop a man in half.

Prairiecat

These intelligent, telepathic felines may be player characters and are described on p. 55.

Shaggy-Bull (13/61, 12/149)

This huge, vicious bovine is the product of a pre-War attempt to re-breed the **Bison primigenus**, the prehistoric longhorn bison. Like other exotic and introduced species, they were rare after the Collapse, but multiplied and spread over the ensuing hundreds of years. By 2500, they were fairly common. Most clansmen would say **too** common. Though valuable as game, shaggy-bulls are dangerous; they deliberately attack men and horses and disrupt herds of cattle. A shaggy-bull hunt is **dangerous**, and honor **goes** to those who participate.

Most shaggy-bulls are a ruddy brown-black, though black, white and red are known. The heavy, shaggy hide gives the heaviest leather known to the clans. The heavy hump of muscle atop its shoulders can give an overall height of 7' at the withers. And from tip to wicked, shiny-black tip, the horns may also span 7'. The body is thick and deep-chested yet long-legged. They are found singly or in groups of 2 to 8.

A big bull might have ST 60-80+, DX 10, IQ 4, HT 16/30+, **speed** 12-15+ for short distances. The hide has PD 1, DR 2. The long horns do 2 dice impaling damage — though the horn would blunt itself on plate armor rather than penetrating, it could knock **an** armored man down. Hooves do 1+2 dice of crushing damage.

These creatures — and other game animals — are hunted primarily for their meat, but the thrifty nomads of the Sea of Grass waste very little. They use the horns to make bows, turn softened sinew into bowstrings or thread, use hair and fleece to make felt for yurts, make clothing and leather **goods** (armor, belts, saddlebags, etc.) from hides, carve arrowheads from bone, and grind hooves to powder for use in glues and leather hardeners. They even use stomachs and larger intestines for

waterbags and food wallets; they are emptied, turned inside out, washed, and sewn with sinew. The parts most likely to be saved for sale to traders would be hide (\$100), horns (\$40) and meat (\$2 per pound, salted and dried).

Other large game animals found on the Sea of Grass include addaks, antelope, blesboks, bighorns, manyhorn browsers (12/107, 15/9), dagger-horns (12/38), dart-horns (12/38), deer, dikdiks, elk, impalas, lancehorns (12/172), oryx, pronghorns (13/130, 179), ringhorns, large screw horns (12/80), small screw horns/eland (12/64, 13/74), springboks, straighthorns (14/10) and Thomson's gazelles.

Shaggy Cat

In the time prior to the Two-Day War, the shaggy cat was known as the African lion. It is as described on p. B138, except that IQ is now 5 and most **possess** mindspeak ability. But few are friendly to men.

Tatzelwurm (5/161, 10/176, 11/36)

This huge yellow-white amphibian resembles the earthworm, snake, and salamander; its origin is a mystery. Tatzelwurms are scavengers and cavedwellers, found in the southern Tenzsee mountains, and perhaps elsewhere. They emerge from the rocks at night to eat carrion, but attack anyone disturbing their lairs.

The body is ringed like an earthworm's, but reaches at least 11 feet long, with a thickness of up to 8 inches. The head is broad and flat, with a rounded snout and two rows of teeth capable of gnawing through leather. It has vestigial front and back legs, and secretes a sticky, mucuslike substance all along its body. They are very hard to kill, and continue to bite in their death throes unless decapitated.

An average tatzelwurm might have ST 18, DX 12, IQ 3, HT 14/50. Some are larger, some are smaller. Move is 4 to 7, depending on size. The bite does 1 die cutting damage (more for large specimens).

The bite of a tatzelwurm almost always becomes infected — HT-6 roll to avoid, unless immediate TL7 first aid is received. An infected bite costs the victim 1 HT per day, every day, until a HT-6 roll **can** be made; at that time, the victim starts to recover.

Treecat

The Horseclans term for the panther or mountain lion. Most treecats have some mindspeak, though not nearly as much as a prairiecat. They can breed with prairiecats, and in Confederation days, many so-called prairiecats have a lot of treecat blood. They often hunt by springing from trees — hence the name.

A large treecat might stand four or five hands at the withers and weigh 90 to 150 pounds (1-hex size). They lack the stabbing cuspid teeth of prairiecats. Most have a very limited mindspeak (average Power 6-8, skills 8-12). ST 15, DX 14, IQ 6, HT 13. The pelt protects for PD 1, DR 1. An average specimen's bite would do 1-1 cutting damage.

A wild treecat would automatically be wary of men, if not hostile, reacting at -4. Mindspeak from man or cat would improve the reaction to neutral, unless the treecat feared its larger cousins wanted to steal its hunting territory.



GLOSSARY

8

This glossary is intended to help the reader with archaic, coined, or non-English terms. If a word is not listed here, it is probably defined in the text; check the index. Book/page references are given where appropriate.

ahrkeekomees: grand-count. Title above a count or *opokomees* but below a duke. (16/41)

ahrkeethoheekathon: grandduchy or archduchy. A subdivision of a kingdom, containing several duchies.

ahrkeethoheeks: grandduke or archduke (3/29)

ahrkehkooreeos: archbishop.

Ahrmehnee: a race descended from 20th-century Armenians. Pronounced to rhyme with "harmony." See pp. 12, 42.

Ancient Faith: Ehleen version of Christianity. See p. 22. (3/34)



Baltoththesee: a race of "swampers" or "fen-folk" who inhabit the numerous swamplands of the eastern coast. (16/126)

bloodprice: payment for the wrongful slaying of an individual. (3/15)

brahbehnuh: The leader of the Moon Maidens (p. 52).

brideprice: Money or goods paid to a bride's family by her new husband.

burk: A town. The suffix -burk ends most Middle Kingdoms town names.

burker: A native of the Middle Kingdoms.

burk-lord: A generic term for any Middle Kingdomer of noble, but not royal, birth.

chatelaine: matriarch of a noble House.

clyster: A purgative. Often used vulgarly to indicate either the stake or a military action.

cold-times: The prairiecat term for either winters or years.

condotta: A body of mercenaries, usually 10 to 500 men.

cuirbouilli: Leather treated in boiling wax to make it strong and stiff.

Death Swamp: the vast swamp separating the Southern Consolidated Duchies from the Witch Kingdom. (1/123)

demesne: "domain." Any nation or subdivision of a nation under a single ruler.

djeehahd: "jihad," or holy war, sometimes declared by a Black Kingdoms leader in an attempt to unite the kingdoms against a common foe.

dowry: goods a woman brings with her upon marriage. (3/24)

eeahtrohs: a physician or army medic. (3/42, 16/110)

eeeyehrefs @l. eeeyehrefsee: Churchman of the Ancient Ehleen Faith.

ehkleeseah: Jurisdictional area within the Ancient Ehleen Faith, about equal in size to a county.

Ehlai, Holy City of: the 20th-century city of Los Angeles (L.A.). When the Clans reached the East Coast, they founded the city of Ehlai at the 20th-century site of Hampton, or Fortress Monroe, near Norfolk, Virginia. All Horseclansmen consider themselves part of the "Tribe of Ehlai."

Ehleeneekos: The Ehleen (Greek) language (see p. 8). (16/91)

Ehleens: from "Hellenes." Race descended from Greek, Turk, Albanian, Italian, Sicilian, French, Moor, and Spanish pirates who conquered the eastern coast of the Mehrikan continent in the early 23rd century. The formal plural is "Ehleenoe" — pronounced "eh-LEEN-oh-ee." "Ehleenee" is an improper plural used by those who speak the language poorly.

fargather: Precognition (see p. 82).

farspeak: Telepathy (see p. 77).

fen-men or fen-folk: the baltoththesee (above).

flat-way: ancient roads, usually major highways or interstates since minor ones have suffered centuries of damage. Also "Traderoad."

four-legs: In animal mindspeech, the horse and cat clans, and sometimes other animals.

Freefighter: A mercenary.

god-city: 20th-century ruins.

guilds: organized groups of craftsmen which act as a supervisory and governing body for the trade in a city or other area. Usually headed by a Guildmaster.

hand: Unit of measurement for height of animals (or sometimes people). 4 inches.

heeroorgos: surgeon (1/173)

Hellenoi: Ehleen.

hidalgo: Member of the Mehikan nobility.

Home of (Sun and) Wind: Horseclans reference to heaven.

hornbow: the short, powerful composite bow of the Horseclans.

hornman: a military unit's bugler. In the Confederation and Middle Kingdoms, the homman is the only trooper to wear a beard; thus he is easily seen.

horse-oath: promise between a horse and his or her rider, each to protect and support the other.

kahthafrahktoee: heavy cavalry or heavy horse-archers; dragoons.

kak: a saddle. A war-kak has a high rear, to keep the rider from being knocked backwards by the shock of lance or sword.

kath'ahrohs: full-blooded Ehleen; olive-skinned, blue-black hair, and black eyes (3/17).

keeleeohstos: military rank of colonel (see p. 62); there is also a "sub-keeleeohstos" rank.

Kehnooryos: Ehleen word for “new.”

Kindred: The Horseclans race, either **as** nomads on the Sea of Grass or rulers of the Confederation.

komees (*pl. komeesee*): a count

komeeseeahn (*pl. komeeseeahnee*): a county

kooreeos (*pl. kooreeoe*): a reverend bishop of the Ehleen Church. (16/89)

mahrkilseeohs (*p. mahrkileeseeohsee*): marquis or “march-lord” — one ruling a border territory.

Mehrikan: A language descended from 20th-century American English, but much evolved. Also, a native of Mehrikah.

mindshield: Protection against telepathic intrusion (see p. 79).

Mookahdir: A crystal used by the Zahrtohgahns for hypnosis (see p. 64). Also, a rank of Black Kingdoms nobility.

Northorse: A huge race of horses, averaging 22 hands high, bred by a northern people. They sell only geldings, to protect their monopoly.

Old Race, Old Ones, Old Gods: the people of the 20th century, before the Two-Day War

opokomees (*pl. opokomeesee*): over-count. A noble ranking above a count.

patrimony: lands and titles inherited from father/mother.

pikepusher: slang term for a spear-armed foot soldier.



-polis: Ehleeneekos suffix meaning “town.”

ryahr: Zahrtohgahn unit of coinage.

sept: A subdivision of a clan; a family group.

session at a m: A duel to settle a point of honor — usually, but not always, one against one.

short-haft: Generic term for polearms shorter than pikes — i.e., with hafts shorter than nine feet or so.

Sleeps: a Horseclans term referring to days and nights.

Stahn: Ahrmehnee word meaning “homeland.”

stake: The impaling stake, a painful method of putting an offender to death. The “sharp stake” kills relatively quickly; the “blunt stake” can prolong the agony for hours.

Steel: When capitalized, refers to the Cult of Steel or Sword Cult (p. 33, 74).

Strahteegos: military rank of general (see p. 62); there is also a “sub-Strahteegos” rank.

tahneest: younger brother of the Clan Chief; traditionally, raid leader.

thoheekesa: duchess.

thoheeks (*pl. thoheeksee*): duke.

thoheekseeahn: duchy. Subdivision of a kingdom. In some kingdoms, several duchies make up an arch-duchy (ahrkeethohekathon).

thrahkmeh: From “drachma.” Ehleen and Confederation coin — actually a unit of weight used only for coinage.

throwing stick: A spear thrower (see p. 64).

town lord: a person of noble birth but no title, who administers a town in the name of the noble in whose territory the town lies.

traderoad: Ancient highways; also called “flat-way.”

true-man: Kleesahk term for humans.

Two-Day War: The nuclear war, circa 2015, that destroyed civilization.

two-legs: Mindspeech term for humans, **as** opposed to “four-leg” brothers.

unblooded: One who **has** warrior training, but **has** not yet participated in a battle.

vahrohneeskos: baronet (6/4). Ranks just below a baron.

vahrohnohs (*pl. vahrohnohsee*): baron.

vuhrohnohseeahn: barony; a subdivision within a duchy, smaller than a county.

Wind: Clan term for the afterlife. “Go to Wind” is to die. “Send to Wind” is to kill, or to cremate.

Pronunciation

Most names in the *Horseclans* series are spelled phonetically, to reflect the changing dialects of the English language over hundreds of years. Inconsistencies in spelling from book to book may reflect changes in dialect . . . or baffled copy editors . . .

Important changes to make when translating a name from Horseclans to 20th-century English, or back:

The “H” sound, often found after a vowel, is added to the spelling. Thus, Don becomes Dohn, Ed becomes Ehd, **Lisa** becomes Leesuh.

The silent “C” is removed. Thus, Hwheelock becomes Hweelahk, not Hweelahck.

Any long E is spelled **as** “ee” or “i”. Billy becomes Bili. Donny becomes Dohne. Steve becomes Steev.

A T is placed in front of the “CH” sound. Chisholm becomes Tchizuhm.

An ending “S” becomes a “Z” if it sounds that way. Charles becomes Tcharlz.

A “D” often occurs in front of the “J” sound. Jones becomes Djohnz.

Silent letters are removed. White becomes Hwyt.

The hard C is spelled **as** a K. Cook becomes Kuk. Cooper becomes Koopuh.

The Greek Influence

The Ehleen invasion brought many loan-words to the continent. A number of phonetically spelled, Greek-derived terms appear in the series. Many are listed above. The most common are terms of nobility, such as **thoheeks** (duke).

Many Greek plurals are formed by adding an **-ee**: **thoheeksee** = dukes. Ignorant Mehrikans **use** the **-ee** mistakenly (saying Ehleenee instead of Ehleens) and have even adapted it to non-Ehleen words (Vawnee for “people of Vawn”).



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